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- + V1928 VIRUS WORKSHOP V4.8

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- ^+ V1523 RELOKICK V1.41

□ ^^ V1164 (AGA) ASA FIX DISH A\* V1360 WB2.0 TUTORIAL

+ V1778 LOTTERY CHECKER

TAL V1932 X-FILES GILIDE AL V1949 MORE HD INSTALLERS

-+ V1965 BALLS

\* V1969 AQUARIUM SIMULATOR

A V1983 DOPUS IITII S 2

DA V1997 LOTTERY PREDICTOR

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\* V2059 FRODO V2.2

2.1 and a 68020 (or better) are require

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A\* VIOSI FASY CALC PLUS

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TAL VIGRO AWARD MAKER 2

A+ V1862 INVOICE DATABASE V2

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\* V1745 TERM V4.2 [030] ^+ V0979 NCOMM V3 O

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\*\* V1882 ART OF NOISE TRACKER

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- + V1662 HD GAMES INSTALLER 2

-+ V2040 SW CHEAT v4.5

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2. (Browse massively extends its lead over the opposition.

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\* File encryption.

DiskMagic 2 comes complete with a library of icons for gadgets and

comprehensive user manual.



At long last there is a new, and extremely powerful, C compiler for the Amiga, at the right price. HiSoft C<sup>++</sup> has two versions, Developer and Lite; here's a brief list of featur

The Compiler compiles at high speed in line with the AT&T 3.0 C++ standard, is ARexx controllable, integrates seamlessly with

is ARexx controllable, integrates seamlessly with the editor, includes a project manager and generates code for 68000-68030 and the 68881/2 FPU. CLI version included. The Editor uses multi-windows, is syntax-sensitive, handles as many files as you like, includes an ARexx interface and supports full keyboard shortcuts. The C/C++ Debugger (Developer only) uses multi-windows, with drag-and-drop technology, allows breakpoints, variable tracking and much more. The Devpac 3 Assembler is included for low-level work. The Easy Object Library (Developer only) is included which eases resource handling and use of data structures (lists, large arrays etc.), along with BOOPSI support, error handling with exceptions and online documentation. The Hot Help (Developer only) system can be activated at any time and gives you full, expandable online help even with an ARexx port.

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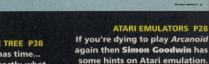
AWEB-II P58

John Shepard looks at the improvements the commercial version

> ATARI EMULATORS

of Aweb has to offer

UNDER THE TREE P38 It's Christmas time... Find out exactly what should be waiting under the Xmas tree for you this year.





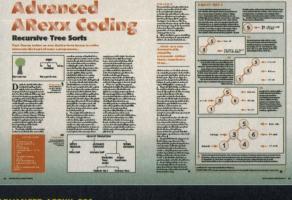
8-SPEED CD-ROM DRIVE P61 You can never go fast enough and this new drive from Gasteiner comes close.

# Reader Fames

Laaaaadies

and Gentlemen

READER GAMES Reader Games with a difference this month. Join Andy Smith for a skating extravaganza



**ADVANCED AREXX P86** ursive Tree Sorts may not sound like your idea of fun but believe me, it's not as complicated as it sounds.

# **Month In View**

1996 has certainly been a year of upheaval and turmoil but there is still hope for the Amiga in 1997...

t may seem that we have been harping on about Viscorp's long-running acquisition saga for ages now, and yet, still it goes on. It has now been over five months since Escom announced their financial problems but the Amiga still doesn't have a new owner.

Is this a problem? Well, of course it is, but it doesn't stop software publishers and hardware manufacturers from bringing out great new products every month for us to review, all you need to do is go out and find them.

We've even got a full commercial game for you to have a look at on page 36. Yes, OK, it is a follow-up but it still shows you

that the Amiga is not out of the games market completely.

A lot of people ring us up voicing their fears that the Amiga is going to die, that AF is going to close and that the world is coming to an end. Apart from that last one which is probably true, here at Amiga Format we are actually optimistic, believe it or not.

Although it may seem harder and harder to find stuff for your machine, the companies that do deal in Amiga products are even more dedicated than ever to giving us products that we want at a price we can afford. Gasteiner's CD-ROM drive this 1 month is a perfect example.



**Nick Veitch** 

## AVIGA FORMAT

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**ISSUE 92 CHRISTMAS 1996** 



# conducted 5 © 5996 Rigids International 2645 Fet (Section 1997) | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 | 200 |



Launched in 1991, Wordworth is a hugely popular Amiga word pro.

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Digita announces the latest release of its word processing package.

### 13 POWER UP

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President of Amiga Technologies – Petro Tyschtschenko. Page 11



# SERIOUSLY AMIGA



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### **28 EMULATORS**

The 8-bit Atari is the spiritual ancestor of the Amiga but emulation is not as easy as it may seem.



John Shepard studies the commercial version of AWeb-II, the popular Shareware web browser.

Aweb goes commercial.



Gasteiner goes even faster.

### 61 8-SPEED DRIVE

With average transfer rates of over 1Mb a second the new 8-speed drives should be at the top of your Christmas list.

### 64 STOCKING FILLERS

If your pocket just can't stretch to the latest CD-ROM drive then why not consider one of our cheaper gifts ideal for Amiga lovers everywhere.

### (CREATIVE

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Paul Overaa tackles Recursive Tree Sorts.

### 90 MULTIMEDIA TUTORIAL

Buttons clicking, atmospheric tunes.

Ben Vost gets all musical this month

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Discover how to animate a leg.

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Graeme Sandiford shows you how to create your own Wipeout spacecraft.

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Quick answers to all your questions.







A year in the life of Amiga Format - Nick Veitch glances back at 1996 while Ben Vost looks at what's in store for '97. Find out how to get the most out of your free Cinema 4D 2 software, plus the chance to upgrade to the latest version.



# Coverdisks

### Cinema 4D 2



**Extremely powerful** yet easy to use. **Enjoy the rendering** capabilities of the superb Cinema 4D 2.

p108

### Worms The Director's Cut



An exclusive playable demo of Team 17's latest version of Worms with a host of extra weapons and impressive new visuals.

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### CD= RON

All that's on the Coverdisks and more, much more. Cinema 4D 2 comes complete with fonts, textures and example scenes, Worms has more landscapes and of course there are plenty of reader contributions

and the very best of the latest **Shareware** games, utilities and demos.

p104



# Bumper Christmas Giveaway

Because it's nearly Christmas we've decided to give away loads of stuff. Simply send a postcard clearly marked with your name, address and phone number to the address on the box.

Please state clearly on your entry if you do not wish to receive details of other special offers from either Future Publishing or other carefully selected companies.

### CREENPLAY



### 33 PREVIEWS

The Hell Pigs are coming!

### 36 WORMS!

Eagerly awaited but is it really worth it? Andy Smith finds out.





**Burton Bird on Ice** 

### **UNDER THE TREE**

A retrospective of the years games.

### 43 READER GAMES ON ICE

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"This month also saw the the first preview of a game called Capital Punishment..."

**UNDER THE TREE PAGE 38** 



# That Petro Amiga Form release from Tyschtschen Amiga Techn

Amiga Format received this release from Petro
Tyschtschenko, the President of Amiga Technologies in Bensheim.

(ORP

hen Commodore International went bankrupt in May 1994, my goal was to keep the Amiga technology alive. After eight months of negotiations and with the financial help of Escom AG, I had managed to obtain all patents, trademarks and all of the Amiga technology for Escom. At that time it was also clear to me that just buying Commodore/Amiga was not all there was to it. This was only the beginning. It would take at least a hundred million DM to get the Amiga products of that time back into production. Escom financed and I became the president of the new company Amiga Technologies, which was formed in June 1995.

"Days and nights of hard work changed my life and in September 1995, as promised, the first A1200 computers appeared in the shops, followed by the A4000T in November.

"Up to the present, Amiga Technologies sold almost 50,000 A1200's, about 4000 A4000Ts and almost 15,000 monitors. The strategy was to bring the then current products back to the shops in 1995, to advertise the Amiga by January 1996 while starting the development of a new

generation which should be ready for the market by the end of 1996.

"But things went quite a different way: Escom got into a financial chaos, even with Siemens-Nixdorf and Quelle as shareholders.

Amiga Technologies' budget was cut completely, plans could not be realised any longer, the staff had to be reduced in size, and in the end Escom had to file for bankruptcy in July 1996.

"Up till now, Viscorp Chicago has invested at least half a million DM in buying out Amiga Technologies. Salaries of personnel had to be paid, lawyers, travelling-

expenses, etc.

"During my more than 12 years at Commodore, and now two years at Escom as well, I learned how one can reach goals by hard work. I'm still optimistic that it will all come to a successful end between Amiga and Viscorp before the end of October 1996.

Trustee and banks want to keep the AMIGA alive and that's great. As soon as there's news, we'll make it public through the press and on the Internet.

"I sincerely thank you for your loyalty and patience; after all it's thanks to the users we're still here."

FORMAT

FORMAT

Low Manual Manual

Miscorp burys the Amiga

Service Manual

Manual Manual

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Man

Amiga Format broke the news of Viscorp's intentions to buy the Amiga back in June.



### Bumper Christmas Giveaway

T3 – Tomorrow's Technology Today is the magazine devoted to the latest and most exciting technology. They have kindly agreed to donate some top-secret technological goodies and if you would like the chance to win then send a postcard with your name, address and telephone number to:

AF Christmas Compo • T3 Draw
29 Monmouth Street • Bath • BA1 2DL

Petro Tyschtschenko – President of Amiga Technologies.

### BOOKSEARCH

Haage and Partner are looking for people interested in writing all or part of a new book on programming the Amiga.

If you have any leaning toward this topic then why not contact them on 0049 6007 7543 or email them at:

100654.3133@compuse rve.com

### WOA TORONTO

If you are a Canadian reader, or just adventurous, why not take a trip to Toronto for the 13th-15th of December this year for the World of Amiga show. Organised by Wonder Computers, the WOA Toronto will have a 20% increase in size on last year.

For more information contact Christine Vetzal on 001 905 665 9135 or Ken McDavitt on 001 613 721 1993. Ken is also available via email at ken@wonder.ca

### ARTWORKS

You may notice that this Christmas issue of Amiga Format has a festive feel to it. This is all thanks to Artworks who kindly let us use some of there Christmas clipart. All the images are copyright Artworks and if you're interested in any of their products then they can be contacted at: Artworks. 3 Pond Side, Wootton, Ulceby, North Lincolnshire, DN39 6SF. Tel: 01469 588138 or

ArtworksUK@aol.com

email at-

Newer, rounder, Digita

igita are about to launch their latest version of Wordworth onto an unsuspecting Amiga public.

The new version six software adds new drawing tools, more ARexx commands and macros, more fonts and, more importantly, comes in a CD version with over 1000 pieces of clipart.

Even more amazing is the fact that this new version will retail for just £39.99 on the CD. Digita are also releasing an Office pack which will contain Wordworth 6, Datastore 2, Money Matters 4 and Organiser 2 for an additional £10 at £49.99.

As if that wasn't enough, Digita are also announcing new versions of TurboCalc (now up to version four with proper postscript support, auto correction, chart

animation and more) and Personal
Paint (now up to version seven with
enhanced functions for web
authors, 180 ARexx commands
with scripts available from the
toolbar, more file formats and
Newlcons support).

TurboCalc 4 and Personal Paint 7 will both retail at £39.99.

Upgrade offers are available for all these products and you can contact Digita on 01395 270273 for further details.

# Aweb get updated

AmiTrix Development are pleased to announce the release of version 2.1 of the popular WWW Browser AWeb by Yvon Rozijn. This update, which is free to customers that have purchased the current v2.0 AWeb-II package, is now available from their web page at www.networkx.com/amitrix.

If you have not yet registered your copy, please do so as directed on the AWeb page, or if you have, simply fill in the access form and proceed to the transfer link. Postscript versions of the docs and several datatypes are also available from the page.

AmiTrix would also like to apologise for the slight delay in making the update available, but illness and some last minute changes made it unavoidable. There was no intent to keep their commercial customers waiting, rather they wish to insure that the update is as reliable as possible, and they thank you for your patience. There will be v2.1 AWeb-II package ready for shipping to new customers by November 15/96.

Version 2.1 of AWeb-II will include the following additions:

- HTML 2.0 & 3.2 support including tables, fully configurable disk cache & browser
- configuration/settings window re-designed and split into three sections for improved access, separate control of image and background display
- support for client side maps and floating images
- access to ClassAct prefs
- text search function
- graphical print function
- more ARexx commands
- additional mime types
- replaceable button images and transfer animation
- greyscale palette support
- improved page loading speed and memory usage
- coloured fonts and style tags
- background sounds
- popup menu
- more compatibility for non-standard HTML code
- HTTP cookies, and many other improvements
- Revised and improved FTP, MailTo, and HTTX plug-ins with ARexx macros for configuration & setup
- Additional internal MailTo support for AmiTCP & Miami
- INet-225 SMTPPost, UUCP SendMail, and external mail using AmigaElm. ADMail, or Voodoo
- FTP support for FTPMount and AmiFTP.

Contact Blittersoft on 01908 261466 for further details.



AWeb has improved dramatically over previous versions most notably in the speed department – this version zips along.







# Phase 5 owers

erman Amiga firm Phase 5 has released details of its developer program for its new PowerUp PowerPC/68060 accelerator. Firms from all over the world have been pledging to make their software compatible with the hybrid card as an intermediate step towards the Amiga moving completely over to the RISC chip that powers the Apple Macintosh.

Phase 5 have already started sending developer boards out to companies that wish to ensure their software will work on the new system. Phase 5 are also promising native (PowerPC) versions of their CyberGraphics software and CyberGL, the new OpenGL-compatible 3D display language. The processing power of the PowerPC is so massive compared to the 68000 series that MPEG decoding and realtime screen updates are quite feasible according to Phase 5.

Phase 5 have also stunned the Amiga world by announcing details of their Amiga-compatible computer called A\BOX which they plan to release next year. The new machine builds on the basis of their PowerUp board, but with a radical new approach to hardware design that, if successful, will blow all other computing platforms out of the water.

The A\BOX will feature several custom chips that will control memory and I/O, but the heart of the system will be the bizarrely-named Caipirinha processor. This processor, the cornerstone of the A\BOX concept, will provide unified memory access (imagine having 32Mb of Chip RAM!) for A/V, internal and I/O functions. When it

comes to video application Caipirinha won't rely on a standard raster display, but rather random access to all picture elements which will mean that designers won't be restricted to traditional rectangular windows - they can be any shape you like, and will also mean that where necessary, true colour (24-bit) windows can be displayed over a memory saving 8-bit backdrop.

Caipirinha is also talented in the audio department offering two external channels of CD-quality 16-bit stereo sound that is mixed down internally from as many channels as memory allows, somewhat like OctaMED Soundstudio, but in real time.

Other facets of the hardware promised include multi-processor support, RAID support and high speed serial and parallel ports and a firewire connection. Since Phase 5 are already hard at work on porting Workbench 3.1 over to the PowerPC, AmigaDoS will be the first operating system offered for use with A\BOX, but it is likely that MacOS, Linux and NetBSD will also become available

For more details on this or the PowerUp project you can contact Phase 5:

> phase 5 digital products In der Au 27 61440 Oberursel, Germany

Intl. Phone: +49 6171 583787 Intl.Fax: +49 6171 583789

Email: mail@phase5.de or: aproject@phase5.de

### The Bradford Column



it was not until September/ October 1986 that the Amiga was first seen by the man in the street. There was no guarantee the Amiga would take off - this was back when home computers had a typical life span of 2 years - and there was just a handful of

EA titles available for it. The first purchasers of the system were called either brave or foolish but they just couldn't help themselves.

Once they had seen the machine arrogantly displaying Robot Jugglers in a few forward-thinking computer stores they simply had to have one. Not everyone could, of course, but by the following Spring the A500 had been launched and, with the assistance of credit cards and hire purchase, just about everyone who aspired to the machine was able to get one. Millions, in total.

All this was achieved without blanket television advertising but largely through the efforts and enthusiasm of independent computer retailers. If you wanted to see an Amiga in action you had to visit one of these indies because the chain stores would tell you all sorts of rubbish.

### "If you want support and assistance who are you going to call? It aint Ghostbusters..."

For a few years almost every outlet under the sun stocked Amigas but if you want support and assistance now, who are you going to call? It ain't Ghostbusters and it certainly isn't your local electricity board showroom - it's the dear old indies: the only sector of the retail market that has kept the faith. Not all of them, of course, and certainly not to the same extent, but it's hardly their fault if new machines are as thin on the ground as an original game in a PlayStation magazine, is it?

If Viscorp ever intend relaunching an Amiga machine - and it's looking more and more like an 'if' instead of a 'when' - they cannot afford to ignore these dealers, they must get them on their side. In the meantime, AF are doing a splendid job by telling you who they are and what they do. And you too, in turn, can help them. Instead of wandering into your local Game or EB when you next decide to buy an item of software, take the time to visit the indies detailed by AF - there's a good chance you'll be pleasantly surprised by what they have got to offer.

Dale Bradford is an ex-retailer who now resides in a sleepy part of Wales where it is perpetually Christmas Eve and he is known as the "richest man in town". This explains why any opinions expressed here are entirely his own, not necessarily those of Amiga Format.





### **Companies working on PowerUp projects**

Cloanto **Digita International GP Software Haage und Partner** 

Irseesoft **Holger Kruse Maxon Computer Nova Design** 

**Oberland Computer** ProDAD RBM Computertechnik

"The Amiga project was started by Atari engineers, but Commodore took it over when Atari ran out of money to fund further development."

**ATARI EMULATORS PAGE 28** 



Weird Science Ltd. 1 Rowlandson Close, Leicester, Leicestershire. LE4 2SE Tel. +44 (0)116 234 0682 Fax. +44 (0)116 235 0045 email. sales@weirdscience.co.uk or tech@weirdscience.co.uk



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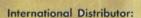






# Aminet, the worlds largest Amiga archive, provides compact discs of the sites latest software uploads. Each volume contains about 1.1 gigs of archives with a superb menu system for un-archiving the files and a simple search facility to help you find exactly the file required. The search facility will even list the compact disc that the file is on. The

latest Aminet CD's contain a theme. The Aminet 14 14 theme is business with the full version of Turbo Calc 2.1 included, Aminet 15 is available in November and Aminet 16 available in December. Aminet CD's 12 to 14 are also still available.





GTI **Grenville Trading International GmbH** Carl-Zeiss-Str. 9 79761 Waldshut-Tiengen. Germany

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RO CD V



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Art Studio 24 Bit Paint Package





the most difficult tasks due to the complex installation routines of AmiTCP and the lack of any installation routines of AmiTCP and the lack of any real guidance. Not only will this situation change but you will now be able to get connected to the Internet and the WWW without a hard drive or the complicated setting up of the software. Our extensive networking skills have really been put to the test providing a simple connection from a compact disc providing a pleasant introduction and connection to the internet. Most of the difficult setting up is done automatically for you with the connection program instructions on getting connected and many very helpful documents on the Internet and WWW. The tools include AmiTCP, Mail, FTP, WWW and many more. In addition there is a section on WWW page creation with clip art and creation tools. Easy Hard

Wondering what all this World Wide Web is all about, worried about

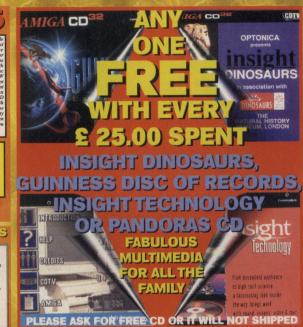
iBrowse (Full Version) £ 24.95 Miami Registration £ 24.95

### Drive installation possible but not required. INCLUDES OF TOTAL ルドルール・ドージー・



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### IMAGINE PD

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# New Wordworth

Wordworth, the World's most popular Amiga word processor, is now even better with the release of Wordworth.

Just look at these new features—

- New drawing tools: polygon, regular polygon, bezier curve and freehand.
- More ARexx commands and macros.
- Password protection on documents.
- Watermarks.
- Improved RTF file support.
- Over 1000 pieces of clipart.
- 50 Compugraphic fonts.
- CDROM version.
- Plus many other minor improvements and refinements.

### The Experts Applaud

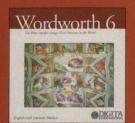
Since its launch in 1991, Wordworth® has grown to become the most successful and most popular word processor ever developed for the Amiga. After all, 250,000 users can't be wrong!



And with the launch of new Wordworth® 6, Digita™ has clearly demonstrated its continued commitment to the Amiga community.

### An Offer You Can't Refuse

Wordworth® 6 is now available on CDROM\* at an introductory price of just £39.99\*\* (if you already own Wordworth®)



or any other word processor, you can upgrade for just £19.99\*\*).



### **Amazing Value!**

Wordworth® 6 for £39.99 is pretty incredible value. Better still, for just £10 more you can also buy the complete Digita™ range...

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Datastore™ 2, Money Matters™ 4
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# That was the year to come)... (and this is the year to come)... Distinguished readers, welcome to come



January

January didn't make us shiver. There was quite a lot to be happy about. Amiga Technologies had announced the forthcoming launch of a new Internet Amiga bundle, and that Amigas would be sold in Escom stores throughout the land. Of course, the bundle never appeared, and the surly Escom shop manager's hid the Amiga bundles in a disused toilet with a sign saying "beware of the Leopard" on the door.

This was also when *Amiga Format* discovered incompatibility problems with the floppy drive on new machines – a problem which even Amiga Technologies couldn't hope to bluff their way out of.

Amongst the best software on test was the latest version of AsimCDFS, AntiGravity's tremendous

IMPACT! system for Lightwave, and the rather tremendous MainActor Broadcast. On the games scene Breathless and Zeewolf Distinguished readers, welcome to another gala performance here at *Amiga Format*. Over the next few pages we'll be taking a look back at 1996, a year that proved to be quite eventful for the Amiga, and *Amiga Format*, before moving on to look at some of the great things that await us in the new year.

2 both struck *Format* Gold, though *Worms* still topped the charts.

We also discovered that David Pleasance could play a mean Spanish guitar, as we toured Tanget's studios where he was putting together an Amiga tribute album.

**February** 

Although still hard to find in the shops, there is more good press for the Amiga when Camcorder User described the Amiga Magic bundle as "the bargain of the century"

Of course the biggest news of all was that *Amiga*Format gave away the very latest version of Blitz Basic on the Coverdisk, and started a series of tutorials (still running) due to popular demand.

Our review staff managed to dish out what must have been a record number of AF Gold awards – and not without good reason, for this month saw reviews of Epson's GT5000, Organiser 2, the excellent Maple V,

Network CD2 and the EZ-135 drive amongst others. Unfortunately for Impulse, *Imagine 4.0* failed to impress Graeme Sandiford, but a selection

of Pro Objects did. Andrea Ball joined the *AF* team as Production Editor, and evrybodt's wurk sone loooked a lit beter fur it.

Worms was still topping the charts and has notched up 50,000 sales – proving there is still a lot of life left in the Amiga market.



### March

"Breathless

both struck

and Zeewolf 2

Format Gold."

Amiga Format scoop the world with the fastest A1200 accelerator card known to

Amiga kind – the Blizzard 1260 Turbo card finally arrives. But we managed to tear ourselves away from rendering huge animations on it long enough to reveal some

more exciting news. We were finally able to give solid information about the Amiga Surfer bundle. With a software collection including a reworked version of *Voyager*, the excellent *Voodoo* mail

Continued overleaf ⇒



← software and a 14.4k modem, it looked sure to shift in large numbers.

It seemed the timing was just right. A massive dip on the American stock market saw Adobe, Apple, Motorola and Intel losing share value, while new Internet companies soared to dizzy heights – Netscape had managed to increase their share value from \$28 to \$145 in just six months of trading.

Interesting releases this moth included *Blitz*Basic 2.1, the tremendous Personal Suite CD-ROM from Cloanto, and the quite literally heavenly Digital Universe.

**April** 

The big announcement this month was that the UK World of Amiga show was definitely going ahead. It was to be held at an undecided London venue, and dealers and distributors immediately began signing up for it.

In other news, the SX-32 expansion finally became available in the

UK, Team 17 announced that they would be bundling moneyoff accelerator vouchers in copies of *Alien Breed 3D II – The Killing Grounds* and the first annual *Lightwave* Animation Contest was announced.

Wordworth 5 and Model Monger popped up in our review

pages to claim their Gold awards, and we were also impressed by the ingenious and svelte HD floppy drive from Brian Fowler.

In the games charts, Sensible World of Soccer steals the premier position from

ave Animation and fa annor up in our review Amig

"The UK World of Amiga show was definitely going ahead."



Worms, and there is much debate in the industry about which is truly the more successful game.

May

ghtwave

Lightwave 4 surfaces, and is celebrated by our reader's favourite

cover of the year. A huge 5-page review extols it's virtues before lavishing a huge 94% and an AF Gold award.

We also brought you the first pics of the

"new" Amiga being prototyped by Amiga Technologies. Codenamed "The Walker" it was more popularly known as the "hoover" by our readers, due to it's rather unconventional styling.

In the word-pro world title fight, Wordworth went up against Final Writer, and both managed to come through

with a Gold.

Sadly for the office cleaners, who were the only ones who liked him, Steve "Scottie" McGill left *AF* in this month to claim his fortune in the wild North. He was, however, tragically heard from quite often.

June

In a spook re-run of just about every June issue of *Amiga Format*, we were able to dust off the

"Sold" logo and slap it on the front again. This time, in a rather dramatic and fast breaking story, Escom announced their intention to sell the Amiga and Amiga Technologies to

American Internet entrepreneurs, Viscorp. The announcement was formerly made at the World of Amiga show, where Viscorp's CEO, Bill Buck made a stirring speech and promised commitment to the Amiga

computer, as well as the technology behind it.

Another good reason to be cheerful was that the June issue was also the first *Amiga Format* covermounted CD – the first Amiga magazine in the world to offer a regular CD every month.

Cunningly, we coupled this with a feature showing our readers how easy(!) it was to do this for yourself.

Luckily for us, we were also able to review the Tekmagic2060 accelerator, the Iomega Jaz drive and *MasterISO* this issue. What superb

planning.

July

"Viscorp stressed

Amiga computer."

that they would

produce an

Viscorp hold a developers conference in Toulouse, France, and our intrepid news team is there to follow the proceedings. In fact, not only did we

give you a blow by blow account of what was said, you could even hear and see it for yourself if you were a purchaser of our CD version.

Viscorp stressed that they would produce an Amiga

computer, but many were more interested by the fact that Phase 5 were in negotiations to launch the world's



Also of note this month were reviews of the rather interesting Siamese System, and the latest version of a German 24-bit paint package which showed some promise, *XiPaint*.

August

To complement our incredible *TypeSmith 2.5* giveaway, we also gave you loads of scaleable fonts and a huge feature on how to use them.

The unsurprising surprise news was that Softwood had released a new version of *Final Writer*, to compete head on with the release earlier in the year of *Wordworth 5*.

Schatzruhe also tied up a deal with Amiga Technologies to produce and





distribute the official *Amiga Developer's* CD-ROM, which more or less comprises of every piece of relevant documentation and development tool known to man.

We also witnessed the release of the Surf Squirrel and *Photogenics 2* amongst others, and Graeme started his now legendary *Real 3D 2* tutorial.

As a minor point, some bloke called Vost walked into the building one day looking sad and lost, and the office girls adopted him and made me say he could stay. Still, at least he began earning his keep by starting work on the best cover CD so far.

September

Things begin to get interesting in the Viscorp / Escom deal, as following huge losses, kicking out the CEO, borrowing loads of money and generally looking very shaky, Escom finally goes belly-up. This results in a great deal of confusion over the exact ownership of Amiga Technologies, a situation which is yet to be satisfactorily resolved.

There is also good news for the Weathermine team, who we had featured in a previous issue, as they make a distribution deal for the excellent *XP8* with Effigy.

On the serious side *Final Writer 5* finally arrives, and Graeme Sandiford gets to check out one of Germany's best kept secrets – *Monument Designer* – a titling package popular in Europe for years, but only just translated into English.

October

The shock news this issue is that there will be no version of *Myst* for the Amiga. Admittedly, this doesn't surprise many people, until we

reveal the existence of an independently coded demo which proves how easy it would be to do. Thanks to *Amiga Format* and our readers, Brøderbund are now reconsidering.

The news pages also reveal that

Phase 5 will be shortly

releasing the

THE THEORY STATE OF THE PARTY O



huge losses...

**Escom finally** 

Cybervision

goes belly-up."

64/3D card, the first graphics card for the Amiga to feature on-board real-time 3D hardware.

The cover feature on Emulators in this issue proves so popular that Simon Goodwin is sent on a deep fact finding mission to conjure up further instalments. Inspired by his trip to the local Tourist Office, Ben Vost also starts his epic Multimedia tutorial series.

Hottest products reviewed this month include the rather fantastic OctaMED Soundstudio and ImageFX 2.6

### **November**

SoftLogik promise to continue support for the Amiga. Although Pagestream is now available on the Macintosh, they confirm that version 3.2 will be

released for the Amiga – "we would like to thank our customers who have stuck with us through the last couple of years" says a spokesperson.

This issue AF paid a special tribute to Germany, and looked ahead to the massive amount of development going on in that country.

In an effort to understand how a group of Canadian newcomers could possibly have created the greatest beat-em-up the Amiga has ever seen, we interviewed ClickBoom's Alexander Petrovic, who explains the phenomenon that

is Capital Punishment.

Also reviewed this issue, the superb
StormC and the long awaited commercial release of IBrowse.

### December

And so we draw to the close of a year which started out promising so much,

got very dodgy in the

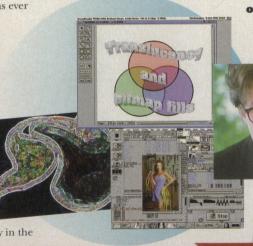


middle, and finally ends up with a good deal more to look forward to than anyone could have suspected six months ago.

Following up on leads from industry newsletters, we also kicked off our Shopwatch scheme, where *Amiga Format* endeavours to uncover and publicise Amiga dealers giving conspicuously good service and value for money, the length and breadth of the country. we'll be bringing you an update on this in the new year.

Top of the news is the imminent release of *Draw Studio*, an excellent new structured drawing program from Graham and Andy Dean (the creators of Image Studio), and amongst the host of excellent software on review, you'll find top titles like the *Epic Interactive Encyclopedia*, *Art Effect*, Hisoft's SMD-100 (formerly known as the Squirrel MPEG) and *Directory Opus 5.5*.

Continued overleaf ⇒



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# (and this is the year to come)...

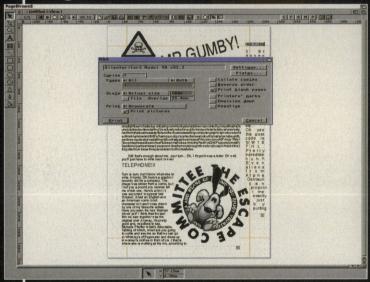
Lightwave 5

Newtek have left the Amiga somewhat behind on their development schedule, but we are assured that the new version of Lightwave will be out some time early in the new year. New features include a muchimproved modeller, but will the PC's OpenGL-based interface be replicated on the Amiga through CyberGL or Mesa?

StormC and Art Effect 2
Haage and Partner aren't resting on their laurels with the accolades

Haage and Partner aren't resting on their laurels with the accolades received for *Art Effect* and their C compiler – they are busy at work on new versions of their two most popular programs which will be out real soon. *Art Effect 2*, already nearing completion, is going to get even closer to its inspiration – *Photoshop*. The new version will offer faster screen updates and *Photoshop*-like layers. The new version of Storm C will give much faster compilation times, the package's one downfall according to our reviews, and more importantly cross-compilation facilities for the PowerPC. The move to a new processor starts here.

### PageStream 3.2



Although not quite finished when it was originally released in version 3, PageStream is developing into the best DTP package ever on the Amiga.

PageStream 3 has been going through so many tiny and gradual changes over the past couple of years people still using version 2 won't recognise it now. At the moment you can upgrade to PageStream 3.2 on a time-limited beta basis, but the full release is only a few months away. Soft Logik are now also producing a version for the Macintosh which can only mean that Amiga owners will get the benefit from their widened horizons.

### Draw Studio

Graham and Andy Dean are probably best-known for their seminal Shareware graphics program *Art Studio*, but they will be better known in the future for their great new structured graphics program *Draw Studio*. This program is still in beta as I write this, but should be available by the new year. *Draw Studio* is based around MUI and uses all of MUI's tricks and techniques to create a user-friendly and intuitive front-end that surpasses anything we have seen on the Amiga before.

### Personal Paint 7

Cloanto's paint package is probably the one most-used on the Amiga these days, but that doesn't mean that development has ceased, unlike another program with 'Paint' in the title. Still *PPaint 7* gets so much better with each revision it's hard to know where they will go from here. The latest version offers pop-up menus instead of cycle gadgets, but more importantly it also gives the user over 180 ARexx commands and macros, tools for creating antialiased text (and warping it), new stuff for web page designers like importing and exporting GIF anims, making web image maps, and, of course, the transparent GIFs that *PPaint* has supported since version 6. It can also now save out Newlcons icons for pictures and brushes and create, edit and save animbrushes.

### Cinema4D 3

HiSoft's English version of the popular German raytracing software has enjoyed favourable coverage in all the magazines and the new version looks set to repeat version 2's success with even faster render times. But that's not all the new features; you will also get to use visible lights (for spotlights and so on), lens flares and soft light cones for authentic torch beams. Inverse Kinematics has also been improved with joint limiting so that your models don't end up being able to kick their legs through their bodies.

### Cybervision 3D

German hardware masters Phase 5 have been promising this bad boy since the summer, but it looks like it should be generally available by the start of the new year. The new card promises great things such as Zorro II/III compatibility, an OpenGL-compatible graphics language called CyberGL and add-on features like a flicker fixer for A4000 owners and MPEG playback facilities.

# Other rumoured products coming to this magazine soon:

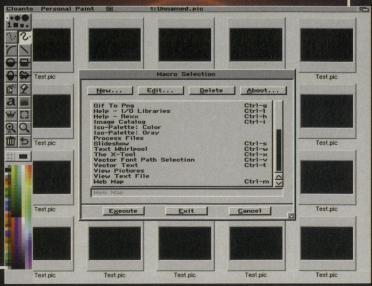
SoundPro from HiSoft

This is going to be the mother of all sound sampling software. Designed to work with pretty much any sampler on the market, SoundPro will be able to pull all sorts of funny tricks out of the proverbial sample hat.

**AQCVid from Omnilink Corporation** 

Ever heard of QuickCam? It's a cheap little mono video camera shaped like a ball with a microphone built-in. The makers have sold thousands of them to PC owners wanting to do video conferencing on the cheap and Omnilink are doing an Amiga version of the software to work with it. The Amiga version will be compatible with both the QuickCam and Colour QuickCam and will create CDXL animations of you messing around in front of your computer. A brilliant idea!

Personal Paint has now inherited the mantle of DPaint, and the new version 7 has a tremendous list of new features and enhancements.





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# Collogna 402

Cinema 4D 2 is possibly the best combination of power, flexibility and ease-of-use that money can buy. You've got it all for free but don't take the program for granted. David Taylor, takes you through the essentials on p108 but here Graeme Sandiford shows you how to get the most out of the fantastic features and incredible interface.

B efore we begin, take some time to experiment with the program and its features. Try right-clicking on icons instead of left-clicking and holding down the shift key when selecting menus, especially ones that don't seem to have too many options.

Lets start with a brief tour of some of *C4D*'s key features. *C4D* has several modes of operation that enable you to perform a variety of functions. These can be accessed from a bank of icons located, by default, on the left of your screen. These can be used to (from left-to-right and top-to-bottom) change your view, edit an object's points, edit an object itself, edit an object's axis, edit a texture and edit a texture's axis.

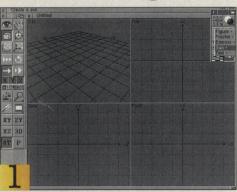
The remaining four icons before the row of XYZ determine the effect of your mouse movements. These include fairly normal functions like rotating and moving, as well as the more unusual drag function for use with *C4D*'s inverse kinematics system.

Once you are more familiar with the interface, you might want to begin customising it so it works the way you want. I would open the objects window (under the menu Windows/Object Bar), click on the 4T button to get a triview+perspective set of views and change a few settings in the Editor Preferences window. Other things you might want to change include the screenmode, the default paths and your fonts.



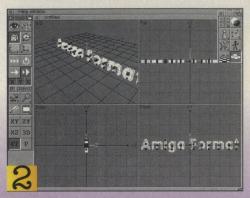
To give you control over all the objects in a scene, including the ground and sky, *C4D* uses the Object Manager. The easiest way of thinking of it is to relate it to a file manger like *DOpus* – you have two windows that can be used to copy and move objects to different hierarchies or levels. It can be especially important if you plan to create animations as this is how you group objects. It can also be used to assign materials.

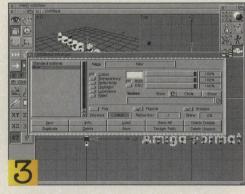
### Creating a text logo



If you are using the floppy version of *C4D* you will need to substitute the text with a simple object. Right-click on the Special objects icon (the one with the man on it) and select Text.

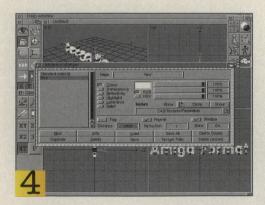
Type your text into the top line and go to the file icon to the right of the Font gadget (not the File check box – that's for loading an ASCII file) and select the C4D/Fonts directory.





Click on OK. You should now have a 3D text logo. There's no need to extrude it, but you can make it thinner or thicker by clicking the X and Y bottoms off and using the scale mode.

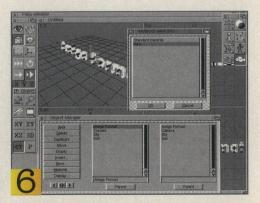




Now we've got our main object we'll need to create a Material for it. Load the Material editor by selecting the menu Edit/Material Edit. Click on the New button as we'll be creating a new material.

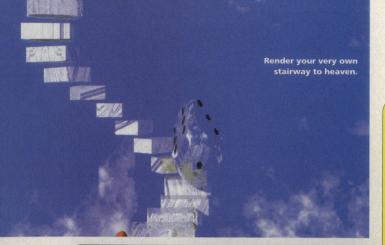
Make sure the Colour button is selected and go to the file icon next to the text gadget and select the file C4D:Textures/Colourspot Select Show, have a good look and then close the window.





Open the Object Manager by selecting the menu Edit/Object Manager. Select your logo, click on the Material button and select your new material when asked assign the Material to subobjects.

Continued overleaf ⇒



### 

If you want to adjust the overall attributes of the scene you are going to render, one of the best places to start is the Environment editor. From here you can load in foreground and background pictures, change the overall colour and fog attributes and even adjust the sun (the main light-source) which can also be animated to give the impression of normal daylight changes.

"C4D has several modes of operation that enable you to perform a variety of functions."



### SPECIAL OBJECTS

One of the great things about C4D is its groovy special objects. These are a collection of slightly unusual objects which can come in very handy at times.

\* THE EMBOSS OBJECT
This is one that is
especially interesting.
It loads in image files
and creates a new object
with elevations taken
from its grey-scale levels
of intensity.

Unlike bumpmapping this actually creates a polygon object, be warned though, this can be a very memory and processor-intensive tool to use.

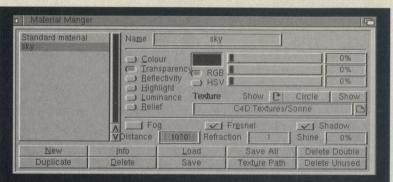
C4D also has a
FRACTAL LANDSCAPEGENERATOR which can
be controlled by rightclicking on the special
objects icon or selecting
its menu with shift held
down (this is the same
with most of the
specials).

\* THE FIGURE OBJECT
This can be very useful
indeed for anyone who's

trying to create a character animation. It's essentially a readybuilt, if basic, humanoid, with its hierarchies and inverse kinematics setup for animating.

To animate it correctly be sure to use the drag function when moving the body parts.

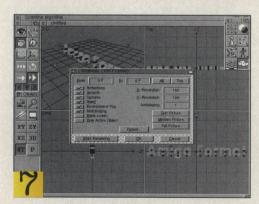
\* THE SUN OBJECT
This special object is
basically an infinite
light-source. It can be
positioned anywhere
according to a time of
day and latitude.



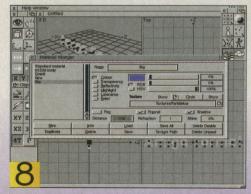
The Material editor is the place where you define the surface attributes of your objects, including the infinite ground plane and sky. The main options and mapping types are; colour transparency, reflectivity, highlight, luminance and relief which is for bump-mapping.

The great thing about C4D's Material editor is that all of these options, except relief, can be controlled using the RGB settings which can produce some excellent effects and brilliant surfaces.

### - Creating a text logo continued



Right-click on the Render icon and select Scanline. Click on the Medium Picture setting and then Start Rendering. Not what you were expecting? The tiny texture has been interpolated and looks quite different. Now for a sky and ground. Click on the two bottom icons of the Objects window. Create a material for the sky making its colour 100% blue and reload the Colourspot texture.





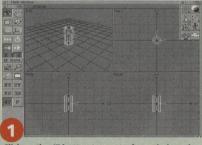
Create a texture for the ground with a brownish colour and the texture Granite applied. Make it a shiny surface by setting reflectivity at 35% all-round. Apply the materials and render in raytrace. There you go!

# Cinema40

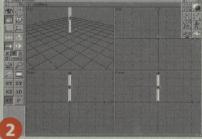
# CREATING A CHRISTMAS TREE

We're now going to create a fairly basic Christmas scene. It shouldn't take too long to complete and doesn't require too much modelling skill. The main purpose is to get you creating models, manipulating, moving, assigning textures and handling several objects in a scene.

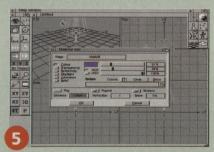
We're going to create a Christmas tree complete with shiny bauble things. The techniques we will cover can also be used to create presents from cubes and a host of other Christmas things.



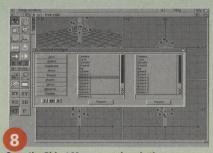
Click on the 4T button to open a four-windowed view. Create a cylinder by clicking on the Object window or selecting the menu Objects/Primitives /Cylinder. This creates a sealed cylinder.



Select the Edit object icon, turn off the X and Z axis, by clicking the icons on the tool bar, and make the cylinder longer by scaling it. Turn off the Y axis, turn the others on and make it thinner.



Now for some baubles. Draw a sphere, scale it down if necessary and select the Material Edit menu again. Create a material with the colour values in the grab and an equal reflectivity of 60%.



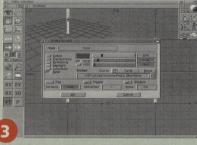
Open the Object Manager and apply the new materials to the balls randomly by selecting the spheres and clicking on the Material button and selecting one from the list of defined materials.



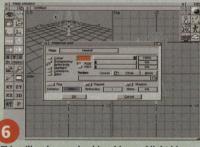
Eyetech have kindly given us three of their external CD solutions. The only thing not included is the CD-ROM drive but you do get everything else including the case, cables, power supply and software. Send a postcard with your name, address and telephone number to the following address:

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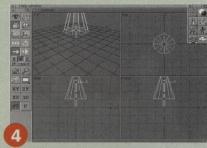
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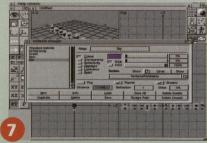
Select the menu Edit/Material Edit and click on Yes to create a new material. Make the colour a dark brown and then click on the relief button, load the texture Rough-surface and close the window.



This will make your baubles shiny and light blue, but you can experiment with un-even reflectivity RGB values so that more of a certain colour is reflected. This can produce "interesting" results.



Create a cone to serve as the foliage of our tree. It's very basic, but this is just an exercise to acquaint you with *C4D*. Create a new material, as we did with the trunk, and make it green.



Copy your bauble and paste it a few times, spreading the copies around the surface of the tree. Go to the Material Manager and create some variations on the ball material by duplicating it.



Select the Sky and Ground options. Create materials for them and apply them and render in Raytrace. A couple of suggestions would be to apply the Mahogany texture to the ground and Colourspot to the sky.



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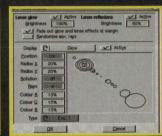
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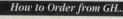




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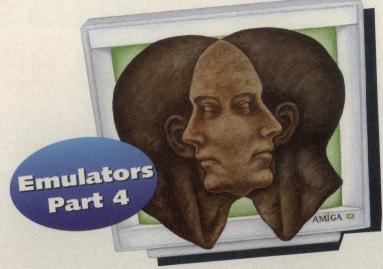


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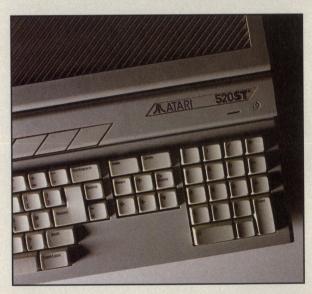






# ATARI EMULATORS

Similar in many ways to the Amiga, **Simon Goodwin** tests emulation of Atari computers.



The 16-bit 520ST, launched in 1985, was cobbled together by Atari using off-the-shelf parts.

his month we look at emulators for computers made by Commodore's great rival, Atari. Atari made two home computer ranges – the 8-bit X00s, based on the 6502 processor and introduced in the late 1970s, and the 16-bit STs, based like the Amiga on Motorola's 68000 and launched in 1985. Rather surprisingly, ST emulation is more useful on old Amigas than 8-bit Atari emulators on any system. I shall discuss the emulated systems in chronological order, but don't give up if you've only got an A500 – you'll get your turn!

### **CUSTOM HARDWARE**

The Atari 800 has three main custom chips, with very similar functions to their Amiga counterparts. Just like the Amiga, the Atari 800 has a screen co-processor which allows changes in display modes and palette settings from one line to the next. The 8-bit processor runs at 1.79MHz – exactly a quarter of the original Amiga's clock speed.

There are some important differences. The 8-bit Atari has no blitter to copy and convert graphics, but it does support text-based displays, where each byte in memory controls a whole character on the screen.

Emulation of this is tough, even with blitter assistance.

Lots of bytes must be manipulated for each one changed in Atari memory. Worse still, alterations to the Atari text font instantly update every corresponding character on the computer screen. Each font byte could affect hundreds of bytes on the emulated display.

Atari sound is based on mono fourchannel square wave synthesis. I've yet to find an Atari emulator that simulates this on the Amiga, although it should be possible. As you may guess by now, Atari emulation is a tough nut to crack.

### **ATARI 400**

Atari's first home computers were the Atari 400 and Atari 800. The Atari 400 was a cut-down version with limited RAM. Later 'XL' and 'XE' models had GTIA and increased ROM and RAM capacity, but essentially the same internals. There was also a keyboardless 5200 model for games players.

Atari peripherals daisy-chain together using a slow serial interface, copied by the VIC-20 and C64. Five and a quarter inch floppy drives were optional, with DOS loaded from disk.

The original 810 model was bulky, erratic and glacially slow, with a capacity of around 100K on 40 single-density tracks. Later XL models used a double-density format.

### **ATARI HISTORY**

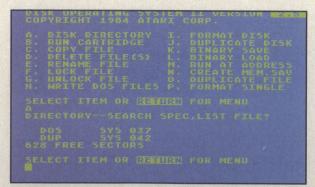
Atari was founded by video game pioneer Nolan Bushnell, who cleverly sold out to movie giants Warner Brothers before the 8-bit bubble burst. The name comes from the Japanese board-game 'Go', where it means 'beware'. Atari made arcade machines and games consoles as well as computers, but this article concentrates on the home micros.

The 8-bit Ataris are the spiritual ancestors of the Amiga. The Amiga project was started by Atari engineers, but Commodore took it over when Atari ran out of money to fund further development. This left Atari without a 16-bit computer, so in 1985 they cobbled together the Atari ST from off-the-shelf parts.

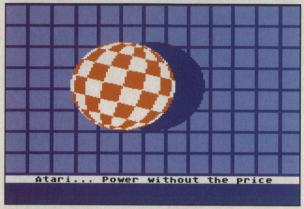
Ironically, a year earlier the ailing company had been taken over by Jack Tramiel, former boss of archrivals Commodore, who had been kicked out of the company he founded. He took the helm at Atari when Warner Brothers decided to get out of the market.

The Amiga hardware development team learnt their trade making Atari custom chips. The Amiga has more in common with early Atari systems than with any other computer.

The Atari project was known as 'Colleen', whereas the Amiga was called 'Lorraine'. These names were apparently chosen to confuse eavesdroppers into thinking that the inventors were discussing romantic rather than electronic efforts...



This DOS menu will be very familiar to Atari 800 disk users.



Deja vu? The Atari 800 version of the Amiga Boing demo!

### **ATARI GAMES**

For many years Atari games were world leaders, combining playability, good graphics and technical excellence. It boasted excellent versions of arcade titles like Galaxians, Pacman, Defender, Donkey Kong, Millipede, Qix, and many original games. Star Raiders and Miner 49er inspired later UK hits like Elite and Manic Miner

By modern standards the display resolution is low and the sound buzzy, but in its day the Atari 800 was almost as far ahead of its rivals as the Amiga was, seven years later.

### **AMIGA EMULATORS**

There are two viable ways to emulate an 8-bit Atari on the Amiga. Both require a very fast computer – at least a 68040, with a 68060 much preferred. In the absence of disk or cassette transfer software you need to transfer files from a real Atari with a rare 850 serial interface, or download them from the Internet, where they're in plentiful supply.

Atari 800 is the only 8-bit Atari emulator that runs under the Amiga's operating system. It emulates the original Atari 400 and 800, the 800XL and Atari 5200 console. The program is freely distributable, with source entirely written in C. It was originally developed by David Firth for Unix workstations and converted for Amigas by his brother Stephen.

The conversion has some nice features, like Amiga menu menus and Gadtools control of start-up options, but it's only at version 0.6 and some features – like help and sound – are not yet implemented. The use of compiled C code makes it slow compared with other 6502 emulators written in assembler.

Speed could be substantially improved by re-coding. The complexity of the Atari hardware means it will inevitably require a fast Amiga, but there's a lot of scope for optimisation given that the Atari comes much closer to the Amiga than it does to the X-Windows way of doing things.

Atari 800 requires Workbench 2, and prefers Workbench 3 with AGA. Atari screens can show up to 128-colours, so palette effects soon use up the colours on old Amiga chip-sets. It runs as a task, and uses IXEMUL library (on the AFCD) which you can iconify to save CPU time. It requires 640K of fast memory for the task and library, and about 256K of chip RAM for its own AGA screen. It also works in a window on the Workbench,



Palette stripes and Lo-Res sprites (above) are hallmarks of the early Atari game Amphibian.

Fast display hardware made the Atari 800 ideal for games with a big, scrolling playfield.

taking only half as much chip RAM but with inevitable colour restrictions. Most of the documentation is for the Unix version, but there's a useful AmigaGuide in the source archive. Before it will run you need the Atari ROMs in a sub-directory assigned to 'object:', as well as IXEMUL version 41 or later in LIBS.

I don't want to be too critical of this emulator - it's system friendly. compatible and works well, although slowly. But until a hacker with real knowledge of Atari and Amiga hardware takes control of the source, it's just too slow to use.

That's a pity because the Atari 800 is a classic micro, very much in the spirit of the Amiga. But given the

difficulty of emulating the Amiga on any other platform, the cost of Atari 800 emulation shouldn't be a great surprise.

### **ATARI ST**

The Atari ST is much more easily emulated than the 8-bit models, because it used the same 68000 processor as the first Amigas, and had relatively little custom hardware.

Later models like the STe, TT and Falcon had extra hardware to bring them closer to the Amiga's specification, with more colours and 8bit sampled sound. The TT and Falcon have 68030 processors but Atari went no further, so there's no support for the 68040 or 68060, even in late versions of the Atari operating system.

Continued overleaf ⇒

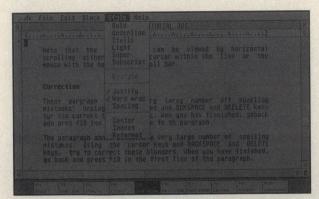
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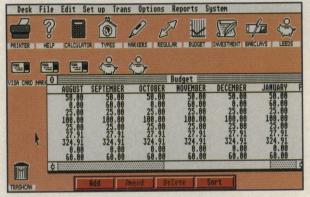
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First Word from GST came bundled with many ST systems.



Home Accounts is typical of 'productivity' software for GEM on the ST.

← This stops you running ST programs on the fastest Amigas. Even if the system was patched to make it 68040 aware, many programs would still crash because they don't expect the copyback cache.

ST emulators usually require you to obtain your own copy of the Atari ROM, known as TOS, for Tramiel Operating System. Much of the code came from seventies micro pioneers Digital Research, including a 16-bit version of CP/M and GEM (Graphics Environment Manager), a simple single-tasking windowing system.

Atari ST programs fall into two main categories – GEM applications, which use the operating system, and others – mainly games and demos – which hit the hardware directly. Current Amiga ST emulators only work with well-behaved GEM applications. This means very few ST games can be emulated, and clobbers packages that make direct access to the ST's built-in MIDI.

### ST SOFTWARE

The strengths of the ST are in MIDI and Desktop Publishing. MIDI emulation is problematic because of hardware differences, but DTP packages like *Calamus* can out-perform Amiga equivalents on 68000 machines.

Most ST games were converted to the Amiga, so the lack of games emulation is not a great drawback. An Aminet

utility, ST2Amiga, purports to help programmers convert code from the ST to the Amiga. It helps, but it's far from automatic, requiring detailed low-level knowledge of both systems.

### ST EMULATORS

Atari ST emulators abound, but most of them are very similar, written for the original 7MHz 68000 Amiga. I've used two which include versions of TOS. The original 140K task had German menus, but an update on *Scope PD* disk 149 was a bit bigger and worked in English, mostly. Apart from that, they're very similar and incompatible with Workbench 2.

These tasks start by displaying a menu allowing you to pick the display mode from the three possibilities. Once chosen, there's no return to the Amiga, although you can reset by pressing both mouse buttons at once.

You need two floppy disk drives and at least a megabyte of memory for the emulation to start. Most GEM programs work, and you can read, write and format floppies, but disk and display handling have minor bugs; sometimes screen updates are incomplete and disk changes can cause confusion. Writing to floppies is slow.

Aminet's ST4Amiga comes with assembler source, a program to save the ST ROM, in Pascal and ST compiled code, and a short document which says "Q: What's the difference between ST and Amiga? A: About 14K". All versions that I've seen require a genuine copy of TOS 1.02 and lack support for MIDI and the ST serial port. ST4Amiga is compatible with Workbench 2 though, unlike older versions.

The most advanced and well-presented ST emulator is AmTari, on the *Emulators Unlimited* CD. This is a 1992 demo version, with no upgrade details, but impressive features.

AmTari requires Workbench 2 and a copy of Atari TOS – either version 1.6, or the improved 2.06 release – plus at least 1Mb of Amiga RAM, with 3Mb preferred. The full version comes on two disks with a printed manual.

Unlike the rest it multitasks with Amiga programs. You can determine the amount of memory and CPU time available to the emulator, and the

### CROSS EMULATION

The other way to use Atari 800 software on the Amiga is by cross emulation, running the Apple Mac emulator 'Rainbow'. I tested it on Shapeshifter with a 40MHz Warp Engine 68040 and a Picasso 2 graphics card. It was still slower than the real thing but more usable than the Amiga emulator, not least because the keyboard responded immediately.

Like the Amiga version, menu options let you set the ratio of display to processor emulation speed. I got 50 per cent CPU speed at a rather feeble 3.5 screen updates per second. Even a top-flight Cyberstorm and CyberVision set-up struggles to run games at full speed, although it might come pretty close.

The demo version 1.3 of Rainbow runs in a small 320 x 192 pixel window on the 256-colour Mac desktop. The full version has sound and can enlarge the display, although that makes it even slower. At present it's a bit better than the Amiga version, but you still need a very powerful machine to do it justice.

There's a PC emulator for the Atari 800 too, but that's unusably slow on Amigas. As I've said before, the overhead of emulating one processor (Intel 8086) to emulate another (6502) is unbearably slow. But the PC Atari emulator Xformer is still worth getting, because it includes useful example files and is freely distributable up to version 2.5.

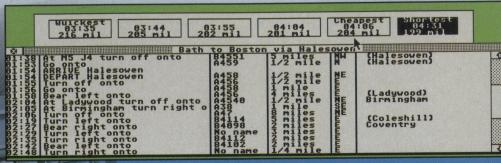
Amiga then gets the rest. This neat little trick requires memory management, and AmTari expects the 68020 or 68030 MMU, as in Amiga 3000s, rather than the revised 68040 or 68060 hardware.

AmTari works with 720 and 1440K floppy disks as well as the original 360K single-sided format. The registered version supports hard disk via hard files, which are slower than Amiga partitions but allow dynamic extension.

### CONCLUSION

ST emulators work best on old 68000-powered Amigas, although 68020 and 68030 are supported by AmTari as long as you've got memory management hardware. For the foreseeable future Atari 800 emulation is strictly for power users, with a 68040 or 68060 processor vital to run programs at useful speed.

This is one area of Amiga emulation where humble A1200 owners are caught between two stools. Next month I'll look at emulators for a range of micros, compatible with all Amigas. Meanwhile, there's a clear gap in the market for budding emulator authors with Atari expertise...





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# J SCREEN PL

After voicing my worries that software seems to be of a lower standard than we're used to, I'm heartened that the trend

appears to be ending and that's down to you. If a game's crap, don't buy it. Nothing teaches a software house quicker than a poor-selling game.

One thing we need more of is innovation. The games this month are hardly new concepts. Innovation is the most effective way for games to evolve. The goalposts shift and new standards are set. And it's not just the software houses' responsibility. The quality of the Reader Games show you can be an imaginative lot, so maybe the next Big Thing in games is going to come from one of our reader's?

Here's hoping...



Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

### WHAT OUR REVIEW SCORES MEAN

- 90+% The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold the most highly prized rating there is.
- 80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.
- 70-79% Good games which are worth buying, especially if you have a special interest in a game type.
- 60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
- 50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.
- 40-49% Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40%
The absolute pits.

# Oooh! All those goodies at the bottom of the tree. Well, here are the latest considerations for big bro's Xmas list...

### **HELL PIGS**

Most Amigas ■ Vulcan Software ■ 01705 670269

Subtitled 'Lets kick some Ass', Vulcan have voluntarily given this game an 18 certificate because, in their words, 'of the adult design and language'. Vulcan are also describing the game as the biggest graphic action adventure game ever - and they could well be right as the game currently looks likely to fill a staggering 22 floppy disks. Thankfully the game is hard disk installable (as long as you've got 20Mb free) and will also be available in CD-ROM format.

Actually the CD version is also set to contain some full motion video and actor speech throughout. The rest of us will have to be content with the 'ordinary' stunning visual backgrounds, state of the art character animations and filmatic scripted storyline.

That storyline revolves around four characters (the Hell Pigs) – an elite bunch of hardmen sent to investigate



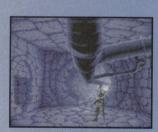
It's got graphics. And action. And adventure. That must surely make it an action graphic adventure. Or something.

the curious happenings surrounding a recent alien visitation.

The plot unravels as the game evolves but you can be pretty sure that there's going to be some decent adventuring as well as the odd spot of adrenaline-pumping shooting action.

The floppy version of Hell Pigs is due for release first, at the start of '97, with the CD version following a month or so after that.

We'll have a full review for you as soon as we get the game so in the meantime you'll just have to enjoy the piccies...



This intriguing location seems to be absent as regards pigs, or other farmyard animals.



Obviously the hardest mercenaries in the business are part of your team.



I smell aliens. There's bound to be one around here somewhere. Maybe it's in disguise...



This cinematic styled wide shot is a good example of how Vulcan see the film-like action of the game developing.



With an interesting line-up, Vulcan are fast becoming the most prolific games publishers for the Amiga.

### BURNOUT

Hard drive Amigas only ■ Vulcan Software **01705 670269** 

Confirming their on-going commitment to the Amiga, Vulcan have also got a driving game lined up for release at the start of December. The game is a multi-player affair (human or

computer opponents) in which the player controls a futuristic car and battles it out with the other players in a variety of different arenas (sounds a bit like Destruction Derby. but on the Amiga

Bounce your opponents off the giant mouldy doughnut in order to win this multiplayer drive-em-up.

doesn't it?). New cars and arenas are to be released in the New Year as expansion disks, so you can keep adding to the game. We'll be putting Burnout through its paces next issue.



Nice graphics and lovely rendered vehicles, but we're eager to find out how it plays...

### **MINSKIES FURBALLS**



Blobby, furry things and fish - boy, this game has everything but giant pictures of parrots... oops.

All 1Mb Amigas ■ Binary **Emotions** 

■ 01722 416074

Combining all the latest tricks and treats that have evolved in the Tetris/Columns puzzle genre is this blast from Binary Emotions. The idea is simple enough - get four or more of your little cats (that descend from the top of the screen) in some kind of line (diagonal lines or having them all bunched together counts) to cause them to disappear. This has the added benefit of dropping a fish icon on your opponent's stack. Your opponent then has to get rid of the fish.

There are weapons to pick up, there are multiple opponents and



Tactics are everything in this Tetris / Puyo Puyo derivative action puzzler from Binary Emotion.

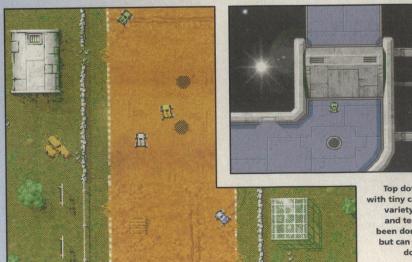
Binary Emotions are working on a four player link-up which they hope will make it into the game. Basically, this is shaping up to be the last word in 'dropping shapes' puzzle games and we're eager to get our hands on it. Full review just as soon as we can.

### MAX RALLY

All Amigas Fortress ■ 01902 834065

Fortress are a new bunch of teenage programmers planning on taking the Amiga market by storm with their first game Max Rally. It's a multi-player overhead racing game in the same mould as Supercars or Micro Machines or ATR, but Fortress are swift to point out that Max Rally is not based upon the look or feel of any other game.

There's racing on several different terrains and a one-player championship mode plus time trials and the curious Max Challenge. What exactly that is we don't know just yet, but when we get the game in (it's due for a mail-order only release in early '97) we'll let you know all about it.



Top down racing with tiny cars over a variety of tracks and terrains. It's been done before, but can Max Rally do it better.

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Up in the Alps where you're bound to come across mountain erm, goats? Sheep? Rams?





BAZOOKA

A rumble in the jungle and the Royals have a chance to get their own back! Go Di!

### Andy Smith polishes his grenade launching skills and steps up for combat. Again.

Then Team 17 decided to Worms creator, Andy Davidson did with

been enjoyed by thousands on many

Bumper Christmas Ziveaway

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more weapons (homing pigeons, mad

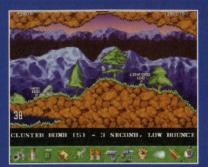
The other major game change (well, change the stats for the weapons and should be able to take an enemy worm out first time, then change the strength of



A cavern level. No chance of any airstrikes here I'm afraid, so plan your tactics well.



"I love the smell of Napalm in the mornings". To be said after each airstrike



In another cavern level. Cluster bombs spread their destruction over a wide area

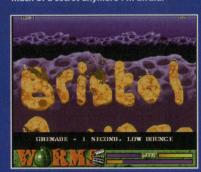
So there you go. What you now and buy the game - especially if you've bother mate. Shock, horror. Sorry purchase for Worms fans. Sure, if you don't already own Worms - which is a save your money by not buying this.

things? I concede that they alter the





The ever so secret concrete donkey. Not much of a secret anymore I'm afraid



Boom! Grenades are always worth chucking around when you get the chance.



A mad cow explodes to good effect while another follows swiftly behind it. Mooo!



When you're stuck in the landscape, blow torch your way clear. Easy innit?

thing but it's just not enough to write home about.

I think you're getting the drift now. Sure, Worms is a top game because it's something like Micro Machines - and that's why it's great fun and that's why you can keep playing and playing. But with a bit of icing. Much like Sensi (but without the glaring errors, Sensi) if you already owned Sensi Soccer in one a waste of money for anyone who

#### **EASY WAY OUT**

Create your own landscape and then

battle it out on your

these days. Publishers and developers are increasingly scared of innovation. A develop and if publishers are going to new features to merit a new version)

balls to bring us Worms in the first place old rope to me and I just hope they've

**Distributor: Ocean** PRICE: £24.99 **REQUIREMENTS: A1200 2Mb RAM** 

**GRAPHICS:** Very nicely detailed and varied SOUND: .... Squeaky voices and spot effects. Nothing spesh.

ADDICTION: .... You can't stop playing with the little

PI AVARII ITV-.... Using weapons properly can take some practice.

**OVERALL VERDICT:** 

Harsh though it seems, I can't recommend this to anyone who's got the original because you'd be sorely disappointed by the lack of any substantial additions.

**But! Of course Worms is an** excellent game that should be in everyone's library. No, nonsense to that it should be sitting in everyone's disk drive! A classic game that you'll play and play and play.

# Under the tree

#### **January**



The best helicopter action game of all time from Binary Asylum. Or so Bob says.

Things kicked off to a red hot start even in the cold month of January. There were a number of games rated in the 80's but the month's two Format Gold awards went to *Breathless* and *Zeewolf 2*.

Breathless (Power Computing: 01234 273000) is an excellent Doom, but on the Amiga, clone that moved Steve McGill to say such things as: "If the Amiga was compared to King Arthur, Breathless would be Galahad – the worthiest and most able champion in the land. It can't be recommended enough."

High praise indeed, but not the game we're actually going to pick out as the month's best game. That accolade goes to Zeewolf 2, the helicopter combat action game from Binary Asylum (01225 428494). This Format Gold corker will have all military hardware fans salivating. And yes, I'm biased because I helped design the game during my time at Binary.

There was also an ad for *Championship Manager 2* running in the Jan 96 issue of *Amiga Format*, promising the game would be available soon.

**February** 

Player Manager 2 found favour with Steve McGill but the month's best game was far and away Effigy Software's (01526 834020) Pinball Prelude, The Future Table. One time semiThere have been some tremendous games released for the Amiga over the past 12 months and if you missed them first time round here's **Andy Smith**'s guide to the highs and highs of the last year's software releases.



Prelude (top) while Scottie got carried away by the realism of Player Manager.

professional pinball player and ex-Format Prod Ed Rich Jones found himself saying "...it makes Pinball Prelude a fantastically varied game. Not so much a pinball simulation (who needs 'em) but a top game with flippers and balls."

Domark were now promising that Championship Manager 2 would be out in Feb '96. This month also saw the first preview of a game called Capital Punishment.

March



Racing (above) broke new ground.

Alien Breed 3D II gets its first preview while the game of the month is easily Black Magic's (01302 890000) Gloom Deluxe. Another Doom, but on the Amiga, clone, Gloom Deluxe is essentially the same as Gloom but without the need for it to be run on AGA Amigas. Steve McGill liked it enough to say: "As it stands, if you own an Amiga 3000 or an accelerated 1500/2000 then you should go to the shops and buy this game now. Anyone with an AGA Amiga who doesn't already own Gloom should also consider the game

as a must have. Go for it."

Other games of note this month included the fabulous *Ultimate Soccer Manager New Season Add-on* and the excellent driving game *Xtreme Racing*. Domark were now promising *Championship Manager 2* would be released on February 29th.

April

Sadly, in what was to become a worrying trend, there were no decent games this month. The best scoring game of the month was none other than *Thomas the Tank Engine Pinball* (Alternative Software, 01977 797777 CD<sup>32</sup> version). And we can't really recommend you rush out and buy that because we only gave it 70%.

Steve did manage to squeeze in a massive three page preview of Alien Breed 3D II however. This month Domark stopped advertising Championship Manager 2.



Thomas and his chums prove (with some flair) that pinball isn't just a grown-ups game.

#### May

Chaos Engine 2 got its first preview (taking over from Championship Manager 2 in the 'it'll be released soon' category). Pinballing fan Richard



The shape of things to come? The rather excellent looking *Chaos Engine 2* was previewed in May.

# Bumper Christmas Giveaway

We've got three copies of Format Gold winning Breathless to give away. Breathless took the Amiga world by storm – remember though – you need an AGA Amiga to run it. Send a postcard with your name address and telephone number to the following address:

Power Computing Ltd • AF Xmas Compo 44 A/B Stanley Street • Bedford MK41 7RW Jones was back again for the review of *Slam Tilt* (21st Century, 01235 851852). Richard liked the game so much he gave it 93% and showered it in glory. "Brilliant. Flipper control is everything you could possibly ask for. Compelling pinball action packed with humour and hidden depths. Plays like a dream." Richard said. Back in May.

#### June

Domark were now advertising *Total* Football while Steve McGill had gone



what can be achieved with a bit of talent.

off to join Team 17 (hmmm, aren't they the ones who were doing Alien Breed 3D II?). Steve Bradley was still around and he was mightily impressed with the month's big game, Legends (Guildhall Leisure 01302 890000). XP8 and Vulcan's Time Keeper's expansion disk both showed well too. It's decided that the Reader Games section should become monthly after we start getting such good (and so damn many!) submissions.

#### July



Rage Hard – if the fight gets boring, you can always take your fury out on the innocent bystanders.

Summer came with a vengeance. So did the quality software. *Primal Rage* had us all at each other's throats but football was the genre of choice as both Time Warner's (0171 391 4300) *Sensi Soccer 95/96* (an apalling cash in on the Euro Championships that didn't even have the golden goal rule, and therefore only scored 20% until Nick made me give it 96% because it was *Sensi*) and *Total Football* came in. Both scored a Format Gold but we're going to plump for the *Sensi* game right now because, if you don't already, you really should own a copy.

Domark were still advertising *Total Football* in preference to *Championship Manager 2* and *Chaos Engine 2* was due 'real soon now'.

#### August

The Summer dearth of quality software hit us hard. The two commercial releases this month: Vulcan's (01705 670269) Valhalla and the Fortress of Eve and the Exile Discovery Disk



Valhalla (right) episode fare well, but both have cult status.

scored 51% and 50% respectively. BPM
Promotions were in favour however as they
began showing us their crop of games
created using their own *Reality Software*Construction kit. For the month's best game
however, if we really had to recommend one,
well it would have to be the Valhalla game.
Despite the fact that we can't see the attraction,
tons of people have enjoyed the series.

#### September

The tremendously witty intro could do nothing to save World Golf's 52% review score but thankfully there was Team 17's (01924 267776)

Alien Breed 3D II to review. The game scored a



It's golf, but perhaps not as we know it. World Golf provides a simplistic but playable simulation.

whopping 96% and moved Andy Smith to comment: "If you've already got a *Doom* clone like *Alien Breed* or *Gloom*, you haven't got the best. This is the best. Go and get it and don't worry about having any spare time for two or three months." One of the best games for a while – especially if you've an accelerated Amiga. Adverts for *Total Football* stopped while ads for *Capital Punishment* started.

#### October

One of the best cricket games to hit the Amiga hit the Amiga this month in the shape of *Brian Lara's Cricket '96.* Audiogenic (0181 424 2244) finally managed to clear up some of the bugs

that had dogged the earlier incarnations of the game and produced a quality item. Anco on the other hand scored a huge own goal with their Kick Off '96. Kick Off



once ruled the Amiga world as the king of

The bowler's Holding, the batsman's... no, we'd never get away with that. Lara's Cricket did though.

football games but this latest incarnation earned them a meagre 9% and lost them a huge amount of respect.

#### November

BPM Promotions had us all on the edge of our seats with a preview of their intriguing title Soccer Sensible – a football trivia game while Humans III and DNA failed to impress.



Humans III – although the original had been innovative, it looks like ideas had run out by now.

ClickBoom's (based in Toronto, ring here for details) Capital Punishment came in for review and local beat-em-up expert and ex-Format technical bod Graeme Sandiford found it very much to his liking. Despite the rather dodgy 'bird with her baps out' character the game was described as "Not only one of the best beat-em-ups for a long time, it's one of the best games we've seen for a while." Rumour had it that both Championship Manager 2 and Chaos Engine 2 were finished, but neither of them actually appeared.

#### December

The office was filled with chortles as we played the CD<sup>32</sup> game *Kang Fu* as it proved itself to be truly dreadful, scoring a rather generous 20%. Best game of the month (in fact the only other commercial game of the month) was Apex



have game, but proved to be a worthy puzzler.

Systems' (01709 890552) Blobz. A worthy, but not especially excellent Lemmings variant. The world may have been cold outside but Amiga Format were finding their new offices very warm (Format hadn't moved office for seven years, so you can imagine the amount of rubbish we'd managed to accumulate in that time). The future didn't look as bleak as we'd been lead to believe as both Domark (now Eidos) and Time Warner promised we'd have Championship Manager 2 and Chaos Engine 2 to review. We're still waiting, but hey! What's a year between friends? 97 looks like it's going to be off to a bright start though - we really are getting those two games in for review. Apparently. Nick, Andy, Ben, Cathy, Linda and Andrea are all holding their breath...

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# Laaaaadies and Gentlemen

Welcome to this year's family spectacular, coming straight out of the back bedrooms up and down the country. Thrill to the dazzling spectacle that is...

# Reader

hat could be better during the festive season than a family outing to a lavish West end production? Nothing of course, which is why Amiga Format is proud to extend the hand of friendship and take you all out for the afternoon to see this month's glitzy show of games created by you, the readers.

You'll find a free bucket of popcorn by your chair, so grab a mouthful, settle back and prepare for the visual delights to wash over you. And remember folks, if you enjoy the show why not take part?

You might think your attempts to create that 'killer' game have fallen way short, but you might be surprised. The idea here is not to look at these games in the critical manner of the rest of the reviews section - we're merely casting our professional eye over your offerings and volunteering our constructive criticism and advice on where - if anywhere - you've missed the gameplaying point.

If you've had a go at writing a game, send it in because there are prizes to be won for all those we show. Oh, quick, the curtain's coming up...

Continued overleaf



← GAME: OVERDOSE AUTHOR: MATTHIJS HOLLEMANS LANGUAGE: BLITZ BASIC 2

The thundering applause gradually dies.
Trumpets blare as *Overdose* skates right to the centre of the arena and halts with a spray of ice around its feet, arms outstretched. The house lights dim and a stark, powerful spotlight shines on the brave reader game.

Puzzle games have always done well on this particular stage. The knowledgeable audience appreciates the enormous involvement a simple idea can bring. Overdose starts its routine on a good note and goes on to reveal the substance that has brought it thus far. All eyes turn to the screen and observe the two windows. The small top right window reveals the pattern the player is attempting to create, by manipulating the blocks in the larger window.

By simply clicking on one of the squares of the grid that makes up the larger window, the player can cause blocks to be either created or destroyed.

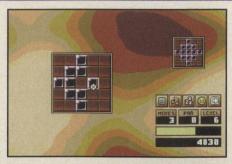
Imagine a square of nine blocks. Click on the middle block and the four adjacent



Hmmm. Maybe by pressing the button now I'll get rid of all the blocks in the corners? No. I didn't think it would.

to it (top, bottom and either side) disappear. Now click on the empty space left by the disappearance of the top block and it causes the two either side of it and the one below it (which was our original middle block) to disappear.

Overdose had the audience on the edge of their seats. This was obviously an act that required close attention. Fortunately it all became much easier to appreciate when the



Oh my giddy aunt! It's all getting a bit big and confusing and therefore more difficult. And the time's running out!

crowd had watched the act for just a few minutes. The patterns became harder to mimic. The grids became much larger, shaped differently and the introduction of different coloured blocks had the majority of the audience in rapture. Especially when they realised that not only did you have to recreate the pattern in the small window but you also had to try and do it in a limited number of moves!



VERDICT: OVERDOSE IS THE KIND OF DESKTOP GAME YOU CAN PLAY FOR 10 MINUTES OR FOR TWO HOURS. IT IS CONSUMMATELY PRODUCED WITH SOME 50 LEVELS AND THIS COULD KEEP YOU PLAYING FOR A VERY LONG TIME INDEED.

BUT OVERDOSE'S AUDIENCE IS LIMITED. IT WILL ONLY EVER REALLY APPEAL TO THOSE WHO ENJOY PUZZLES – THE KIND OF PERSON WHO LIKES MINESWEEPER ON THE PC FOR INSTANCE. A REALLY BRIGHT START TO THE SHOW. BUT THE CROWDS WANT MORE...

#### GAME: FRUIT MACHINE AUTHOR: PHILIP HOLT LANGUAGE: ASSEMBLER

The theatre is filled with eager chattering as the audience remark to one another on the already high standard of the show. Again, the lights dim, voices hush as another spotlight showers the centre of the arena in stark white light. The crowd erupts in cheers and laughter as the clown *Fruit Machine* stumbles into the light.

"Cybermoney!" Fruit Machine shouts his famous catch-phrase. "Cybermoney!" The audience shout back the expected reply. Fruit Machine launches into his familiar routine of nudges, holds, gambles and start/collects. The crowd chuckles at the flippant antics that are



A fruit machine. Yesterday. Cries of CyberMoney™ can be heard throughout the auditorium. Change a fiver? displayed before them. Howls of laughter as *Fruit Machine* hits the jackpot and again cries "Cybermoney!".

Everyone enjoys watching Fruit Machine, and they're fully aware of just how refined and well polished his act is. They're fully aware how the time passes when he's playing but at the back of their minds is always the knowledge that his act is an act of futility. There is no point to Fruit Machine. Unfortunately this usually means that once you've seen Fruit Machine once there's no reason in the world to want to see it again.

Fruit Machine finishes his act and skates off the rink. The crowd ripples with appreciative applause as they wait excitedly for something more substantial to emerge.



Six nudges eh? That should make winning some CyberMoney™ a whole lot easier. Now then, which one?



Hold your plums! I love that gag. It's nearly as funny as making a game that allows you to gamble small amounts of CyberMoney™ to try and win more.

VERDICT: LIKE ALL FRUIT MACHINE
SIMULATORS, THERE'S NO POINT TO THIS.
YES IT'S WELL PROGRAMMED, YES IT'S WELL
PRESENTED AND ALTHOUGH THERE AREN'T
THAT MANY FEATURES IN THIS PARTICULAR
INCARNATION AND ALTHOUGH PHILIP HAS
SHOWN HE KNOWS HIS WAY AROUND
ASSEMBLER HE'S ALSO DEMONSTRATED A KEEN
ABILITY TO WASTE HIS TIME!



Selecting a 'dude'. I quite fancy being a harvest mouse. You know, keep me head down, nibble some seeds...

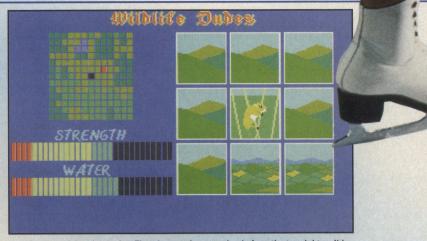


After an all too brief wander round the countryside, death has come to greet me. Still, the seeds were nice.

#### GAME: WILDLIFE DUDES AUTHOR: STEPHEN CORRY LANGUAGE: AMOS

There's a more serious air about the auditorium. The crowd are now ready to taste the main course of the afternoon's performance. Soft music begins to play, the lights dim but unlike before there's no glaring spotlight. The crowd subconsciously acknowledge the more sophisticated aura around Wildlife Dudes as it gracefully skates around the arena.

Suddenly Wildlife Dudes launches into its



Here I am, surviving day to day. There's a predator coming in from the top right so I'd better think about legging it off bottom left before he's on top of me. Ooer. Hope that doesn't offend Cathy or anything. Right here I go...

routine as first it adopts the persona of a tawny owl eking out its existence in the countryside – the owl chases food, seeks out water and avoids predators before eventually passing away. Wildlife Dudes is a sort of eco-sim. The player picks one from a half dozen or so animals (buzzards, hedgehogs and foxes included) and then simply attempts to keep 'em alive by moving them around a large map by clicking on adjacent squares, seeking out food and water.

A larger scale map with your chosen animal is displayed on the right and the player simply clicks on one of the surrounding squares to move into that new location. The game simply continues in this fashion until your animal dies (usually caught by predators, or through lack of food), when you simply pick another animal and try again.

Wildlife Dudes has the audience captivated. Although the story is essentially: animal lives, moves about, eats something, dies – the audience appreciate the delicate way the story is told.

VERDICT: WILDLIFE DUDES IS ACTUALLY A LOT LIKE DALEKS. YOU SPEND THE WHOLE GAME SIMPLY MOVING TO ADJACENT AREAS AVOIDING THE RED DOTS THAT ARE PREDATORS. IT'S FUN BUT IT'S NOT REALLY THE EDUCATIONAL PROGRAM IT PURPORTS TO BE. FUN NONETHELESS AND WELL PRESENTED. PROMISING STUFF THAT ONLY REALLY NEEDS A COUPLE MORE FEATURES TO GIVE IT THE VARIETY IT NEEDS FOR MORE LONGEVITY.



The quite dreadful *Horace in Space* game. It really is as bad as it looks folks. There is little hope.

The equally dreadful *Horace on the Spectrum* game. It is possibly worse than it actually looks too.



The even-more-dreadful *Horace on Drugs* game. Winners don't use drugs. Bad programmers, possibly.

#### GAME: HORACE TAKES A TRIP AUTHOR: ZETH R WARD LANGUAGE: SEUCK

The interval is over and the crowd re-take their seats in expectant mood. The interval chat has been good and most of the audience agree that Overdose is possibly the best performance of the first session. Everyone also thought Wildlife Dudes could be a star with a bit more spit and polish. What the audience weren't expecting though was Horace takes a Trip.

A homage to the 80's Spectrum star in a collection of intentionally funny vertically scrolling shoot-em-ups that look like they have just stepped off the old rubber keyed devil.

There's a general feeling of unease in the place. Nobody really knows how to react to this. The mix of emotions range from complete deadpan 'this is complete rubbish' to the rather more forgiving 'yeah, I can see how this could be a giggle' – but the overall effect is not very good.

Horace displays his mix of three distinct styles: Horace in Space (a bit like a crappy

speccy space shoot-em-up), Horace E'ing (no, we don't know what he means either) and 80's Horace. All exactly the same games featuring Horace (surprise, surprise) but with different background graphics.

The more experienced among the audience can at least admire how close to the original this parody really is but that certainly doesn't excuse the game.

VERDICT: HARDLY ANYONE GETS THE GAG. AT LEAST THE AUTHOR KNOWS THAT'S WHAT IT IS, BUT I'D HAVE TO DISAGREE WITH HIS STATEMENT THAT 'AT LEAST IT'S DAMN FUN TOO! IT ISN'T AFTER A MERE TWO MINUTES. WHY WASTE TIME AND EFFORT CREATING SOMETHING THAT'S DESIGNED TO BE PANTS? SPEND THE TIME ON SOMETHING THAT AT LEAST HAS A SHOT AT BEING DAMN FUN.



← GAME: BURTON BIRD AUTHOR: ROLAND ROR LANGUAGE: UNKNOWN



Burton chomps his way through a tree to get at the cherries in the middle. I have absolutely no idea why some should be grey while others are red however.

The quite wonderrful *Burton Bird* is trapped underwater. Those blocks won't let him up either.

Before the crowd has a chance to settle, the whole arena is awash with multi-coloured lights, music blares and *Burton Bird* fairly flies into the centre. Smiles of delight are obvious on the faces of the joyous audience. 'Burton! Burton! Burton!' some wag at the back starts chanting as *Burton Bird* begins his familiar platform game routine.

Within seconds, the crowd are clapping along with the music as the frisky green bird scurrys around the screen attempting to grab all the fruit in order to clear the level. Sound-bites of entertainment enthrall the crowd as he moves from one platform to another in mere seconds. Howls of delight fill the air as first another Burton Bird attempts to clear the same level (and fails) and then another Burton Bird goes the same way as the second. Only the first Burton manages to make it several of the 87 levels in!



Burton jumps around gobbling up the apples and collecting the little bonuses they leave behind.

With objects to collect for points, and power-ups galore it's easy to see why Burton Bird is the favourite. Everything's just so well polished. We've got 80s gameplay with little added or taken away except for a few graphic tweaks to bring it into the nineties. Burton's the consummate professional – he knows what's important, but he also knows he's got power to take things further and that's what he does!

VERDICT: BRIGHT, BRASH AND BURSTING WITH GAMEPLAY. BURTON BIRD IS NEITHER YOUTHFUL OR FRESH BUT HE STICKS TO WHAT HE KNOWS AND DOES IT ADMIRABLY. NO WONDER THE HOUSE HAS AWARDED HIM THE COVETED PRIZE OF 'TURN OF THE NIGHT'. THAT MEANS HE'LL SOON BE RECEIVING £50 IN THE POST.

#### GAME: BOLDER BOMB AUTHOR: GAVIN HASELHURST LANGUAGE: EASY AMOS

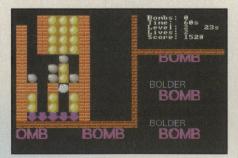
And to wind up the spectacular that has been 'Reader Games On Ice' a truly comic offering knocked up during the school holidays: *Bolder Bomb* – a *Boulderdash* clone.

The plan is to rid each small maze of bombs by pushing them around and getting them to fall on the purple arrows(?). I say that's the plan because actually this is one of the most uncontrollable games ever to feature in Reader

Bonbs: 408 185
Level: 1 108 185
Level: 1 169 185
Soore: 160
BOLDER
BOMB
BOMB
BOMB
BOMB

You're the blue blob and must push the grey blobs into the purple arrows. But not all of them all of the time.

Games. Using the keypad to move your character around the screen sounds straightforward but actually it's damn near impossible as the delay between pressing a key and your character moving is several seconds which causes all sorts of hilarious scenarios. And not only that. There's no indication of exactly how many bombs you've got to rid to complete the level, so don't waste time trying to work out how to move that bomb which is stuck in the corner. Just ignore it and go for a different bomb – you never know it might be all you need to complete the level.



More exciting bomb pushing action. Rivetting stuff it isn't. Especially as I was trying to move downwards.

Apart from the dreadful controls and lack of direction there's nothing in here that hasn't been done before. All you have to do is move around and push the bombs onto the arrows.

When the game finally exits there's a polite ripple of applause before the crowd erupt into thunderous clapping when the cast re-appear to take their bows. Flowers are thrown to Burton Bird and as everyone begins to filter from the hall there's a general air of contentment. There's even excitement in some quarters as they contemplate the future of games, having just witnessed Reader Games on Ice.

VERDICT: ONE OF THE BASIC RULES OF READER GAMES IS MAKE THEM AT LEAST WORK. THIS INCLUDES MAKING CONTROLS THAT YOU CAN ACTUALLY PLAY THE GAME WITH! EVEN IF THIS WORKED PROPERLY THERE'S NOT REALLY MUCH GOING ON IN THE GAME THAT HASN'T GONE ON IN GAMES SIMILAR FOR DONKEY'S YEARS. A FINE EXAMPLE OF WHY A GAME NEEDS MORE THAN A COUPLE OF WEEK'S WORK, IF IT'S GOING TO BE ANYTHING APPROXIMATING FUN TO PLAY

#### MORE OF THE SAME PLEASE!

Every game featured in our Reader Games section wins an Epic CD and the winning entry also wins £50 from Amiga Format and another £50 worth of Epic CDs.

If that doesn't inspire you to get those submissions in then nothing will.

Just a note of caution though: don't

bother sending in that PD game you coded three years ago just to try it on, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

And, once the game's been featured here in your favourite magazine we'll be passing them onto Epic Marketing who'll take a look at the really good ones with a view to publishing them. There's nothing guaranteed but you never know – you might just get a phone call in a couple of months time. Please make sure you put a contact number or address on your submission (which you'll need to do anyway, or we wouldn't know where to send the goodies now would we?).

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## KGB THE FINAL PART



Look! We're back in that bloody Maths class again! Actually these are the hard blokes I used to hang around with when I was second toughest in the infants.



I say madam, it's a bit early in the morning to be dressed up like a dog's dinner, isn't it?

Phew! Well, you've come this far, time to move onto the last phase and get this game licked once and for all. We left the game in Ladoga Park waiting for Harry Greenberg.

#### **Chapter Three**

Dive into the sea, up, hide behind the fish boxes (to the right), down, go to the door, inspect the drawer, get belt and bottle, right, up, throw bottle into the sea (to the left!).

Go to stern deck, down, hide in the closet, repeat wait until 7pm. Wait, use the belt on the engine, hide in the closet (night has fallen), up (9.30pm), go to forward deck, hide behind the fish boxes, wait, wait, wait (11.59pm) wait (all the persons



Euurch! Back in this horrid room again. Of course, now you're following the tips you'll know exactly what you're supposed to be doing here. At least the lights are on now.

came), wait for them to go down (0.33am), down, listen at the door, up, hide behind fish boxes, wait until 4.59am, wait for everybody to go away, go to stern deck, hide behind the fish boxes, wait (6.29am), wait until 7.30am, dive into the sea.

#### **Chapter Four**

Go to department 7, wait, wait, hail cab, follow Agabekov's car, go door, answer 4th, 1st, say 2nd, 4th, 3rd, 4th, 1st, go to 4th door on the right, go door, wait, answer: 1st, 4th, 3rd 5th, 1st, 2nd, 5th, 21st, 2nd, wait, go right door.

Talk to Tsibulenko 4th, 1st, 1st (he runs away), use button, go through the right door in to the cabinet, wait, (Tsibulenko begs you to open the door), wait, wait (10.17am), talk to microphone, ask all the questions you can (especially about nurse Sanyeva and patients!), use the intercom, say 1st, 1st, use button, go left door, move body through left door, talk to Golubev: say 'Saliva', move the body through the left door, go outside.

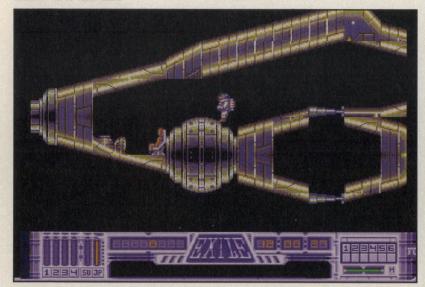
Go through the exit to your hotel, go through the exit to Gorki Street, go door, say 2nd, talk Harry: say

'memory's bible' or 'the book of death', ask about the motherland, go door, go to Great Patriotic War Street, enter, answer 2nd, wait for gallery woman to go around the corner, hide inside the closet, wait, use the lightswitch, go around the corner, inspect desk, get letter opener, inspect statue, get sword, use letter opener on statue, go door, tell dazed man anything. Answer 2nd, 1st, wait, wait, answer 2nd to Uncle Vanya, when Yegor hits Vovlov, take the gun and shoot Vovlov. THE END. A big hand goes to Daniel Platt of Liverpool for furnishing us with that solution.



Oi mate! Wanna buy an early copy of Amiga Format? Not even the subscribers have their version yet. It'll only cost you a pair of Levis.

#### **EXILE**



Exile – a tremendous game but one that's going to take you ages and ages to finish unless you're using the fabulous tips supplied below. This is my SuperDeluxe Interplanetceptor XR12i.

Here are a few hints and tips to help you on your way:

At the bottom of the Great Cavern, where you first meet the troublesome imps, is a door which leads to an otherwise remote area of the cave system. The glowing creatures that inhabit this area are easily disposed of with a few shots from the icer. Travel up from here, past the first door to the uppermost ceiling where there's a gap.

If you push Fluffy into this gap and stimulate him with a volley of buckshot, he will activate the button in the room adjacent. The button activates and deactivates the turrets above and below in the other chamber, allowing safe access. In addition, the transporter above to the east will be turned on and conveniently, it also prompts an energy pod to fall into the immediate area.

The second whistle required to control the friendly robot is in the chamber below. On the ceiling is a menacing gun turret but thankfully the

switch will deactivate the turret allowing you to travel safely into this area. The whistle can be gained, again using the resourceful Fluffy. Throw him through the gap from the watery pool and try to shoot him behind the whistle – he will then push it through. Shoot Fluffy as much as you like because he's almost indestructible.

Beyond the Great Western Door and to the west is an area which can only be accessed if you have the fire-protection suit. This is unhelpfully placed in the sizeable grotto down to the east from the Great Western Door. In this cavern are numerous invisible birds, so before entering get the friendly robot to help you. When inside, use the flask to catch a drop of water from the ceiling and head east. Just before the inferno go down to where you will find a single fire blazing away. Use the water to douse the flame and squeeze yourself into the gap to retrieve the fire-protection suit. From here, fly up to the ledge above where there

Continued overleaf ⇒



Ho ho! Is this a teleport I see before me? You can't fool me with your 'stand on this and I'll whisk you away to delightful areas of the maze you haven't seen before' ploy. Oh ok, I guess you can then.

#### HELPING HANDS

#### **FANTASTIC DIZZY**

Please help me. I'm stuck in Fantastic Dizzy. How do I get onto the platform with the hook in the treetops? How do I get to Grand Dizzy's Hut and how do I free Denzil?

Tanith Davenport

Here we go Tanith: Near the top of the treehouse there's a ledge which is slightly too high to jump on to – it's the one with the hook at the end of it. Just below this ledge you will find a one tonne weight which can be attached to the hook to pull down the ledge making it possible to continue up the trees.

Grand Dizzy's key is in the meeting hall above Dizzy's Hut. The elevator near Grand Dizzy's hut must be turned on and the key for that is just inside the mine entrance. Grand Dizzy is ill in bed and needs you to make some medicine for him. The recipe is in his room and you can examine it. You'll need a Star Plant which can be found just below Grand Dizzy's hut, the mushroom which is next to the mine entrance and an empty bottle which is also very close to Grand Dizzy's hut. Throw these three ingredients into the cauldron in Grand Dizzy's room and give him the full medicine bottle which comes out of the cauldron.

In return for curing him, Grand Dizzy will give you a Golden Dragon Egg.

Denzil was hit by a Freeze Spell while he was out swimming, he has now been brought back to his hut but needs to be thawed out. This can be done by putting the pile of straw, which can be found near Denzil's hut, underneath him and lighting it with the match found to the left of the leprechaun. When Denzil thaws out he decides he won't be swimming anymore and gives you his flippers.

#### LEISURE SUIT LARRY II

Lorks! I'm still stuck in *Leisure Suit Larry II*. I'm on the desert island but can't figure out how to get off it. Any chance of some help?

Martin Evans Exeter



Leisure Suit Larry, the only man who's slimier than Andy Smith in a nightclub on a Friday. And just as successful with women too.

From your inventory list Martin, I don't think you're on the desert island at all! I reckon your at the Tropical Resort (the one with the beach?). So here's what you should do: Go south to the dense jungle. The machine will take over from here. When you're directly beneath the parrot in the palm tree, take the flower. At the restaurant speak to the man. Sit down in the chair. Wait while everyone has been seated.

Walk to the buffet near the south west corner of the room and take the knife and then leave. In the jungle, type 'Take clothes off' or 'Take short-cut'. In the guest room walk to the night stand and take the matches. You can, ahem, \*make love\* to the maid – but make sure you save the game beforehand as you might want to come back and try that again. Ahem. Walk to the bathroom and take the soap and leave the room. You will arrive at the barber's shop. Sit in the chair and become a blonde. Leave. At the beach, walk west to the nude beach. Take the bikini bottoms from the rock.

Continued overleaf ⇒

Go back to the dense jungle. Leave the restaurant. In the guest room walk north to the window then east until you are completely hidden, then change clothes and put soap in the bikini top. Leave the guest room. At the barber's shop, sit in the chair and get waxed, then leave the shop. At the beach walk past the KGB agents. Follow the path around the cliff and when you get round the last corner wear your leisure suit as soon as possible.

#### **MONKEY ISLAND 2**

Help! How do I get the last piece of map on Scabb island?

Steven Murray

Liverpool



Right, take the ship back to Scabb Island and head for the cemetery, use the crypt key on the crypt, read quotes from famous pirates, note the quote for Rapp Scallion, look at the coffins and match up the correct quote and then open the coffin. Get the ashes and re-visit the voodoo lady. Pick up Ash2life jar (just to the right of the skull) and you can now ask her about it. Go all the way back to the crypt again and use Ashes2life on Rapp's ashes.

Say you will check out his gas and then walk to the house by the beach, use the key he gave you and use the knob on the stove to switch it off. Return to the crypt. Use Ashes2life again and tell Rapp you've switched off the gas and you'll now get the last piece of map.

#### **LEND A HAND**

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.

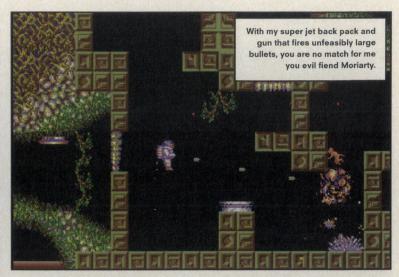
HELPING HANDS
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Bath • BA1 2BW

## CIVILIZATION

Fancy some extra cash? Jonathan Tooley from Loughborough did! When you've got a big kingdom and your payments are higher than your income, go to a city with very high resources and purchase an improvement which costs a lot of money when sold. Keep investing resources into this improvement and when it's built sell it and repeat the process. After a while you should have thousands of pounds!



Look at that! I didn't even know we had a statue and all the time I've been living in the shadow of this colossus. Well I never.



seems to be an impenetrable barrier of electrifying waves. Drop the flask down into the flak – this will temporarily stifle the flow allowing you to travel down into the hollow.

Take the plasma gun and use it to destroy the gargoyle head that produces the electricity. From this point, travel back to the pool below the Great Western Door and fly head on into the plasma stream that the other gargoyle is producing. Again, use the plasma gun to destroy the gargoyle head and then fly down. Carefully navigate your way down into a windy expanse and strive westward into the niche containing the button. This will close the doors east of the clam at the bottom of the pit. Teleport out. Proceed back to the tunnel leading to the windy recess and take the western tunnel above. Eventually you will stumble upon another blustery area where a pink clam is fixed to the ceiling. Collect the blaster and destroy the hive that it was fixed to and the pink clam will cease sucking.

Go up and west and at the intersection head upwards to the east

where you will find a snail. Take the snail down, back into where the pink clam is and fly with it past the green clam to the garden of flowers below. Put the snail in the flower patch and it will start to eat them which will halt the fierce wind they produce. Now you must find the friendly robot who will help you through the patch of hallucinogenic mushrooms. Once you're through, destroy the rabbit (otherwise it will explode) uncovering the clam in the rocky depression below. Take the bottom passage to the east after you have killed the birds and fly down through a windy gully to a narrow passage which leads to a chamber enclosed by three consecutive stone portals to the west. The turret to the east is very useful indeed because it can be manipulated to destroy the portals. Below is another room inhabited by a green clam, which you need not enter until you have the cannon RCD. Head into the large system of caves to the west to find a keycard located in one of the tunnels. Derryn Hazelhurst

Orkney



Finding a good spot to build a housing estate has been a headache for councils since time immemorial. Even in the olden days look.



The peasants are revolting. Groan. Ok, look there are these two dogs in the vets and one says to the other 'what are you in here for'...

# PREMIER MANAGER

Graham Banner from West Kirby sent us these two phone cheats for you to play with:

400040 = fitness and better morale 343343 = more money



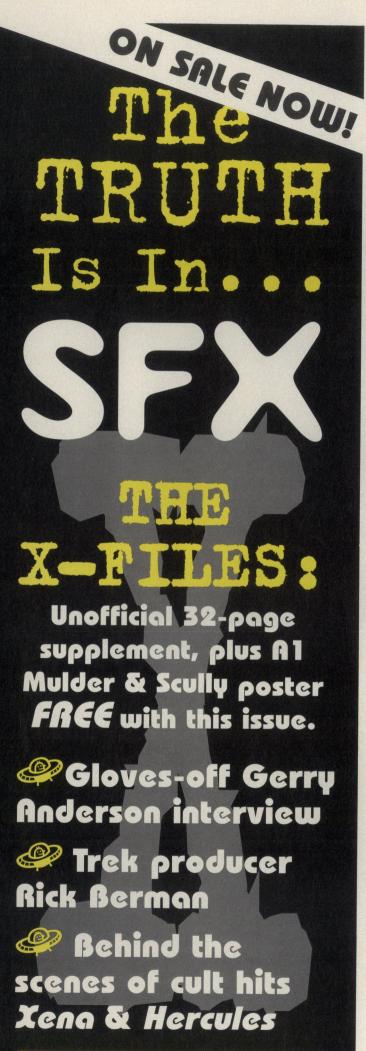
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The World's Greatest Science Fiction Magazine

# Paselect

Make learning fun with a selection of educational packages for kids, plus a beginners guide to the Amiga and a final offering from Vark.





BIG TOP FUN: Four games designed to make learning fun.

This month has seen an explosion of educational titles and to start we've got this *Word and Pictures* suite of four games. The games are all set in a circus with big, bright colours and simple, yet entertaining animations.

Word Balance is a fairly easy game suitable for children beginning to learn how to read. Matchplay is a 'pairs' game, which should be familiar

selection of the

to most kids. It starts with matching pictures and develops on to words.

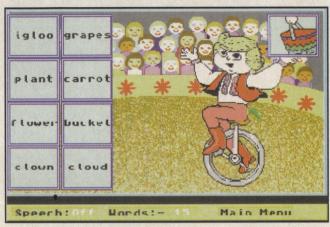
Seal-A-Grams is designed for children who can already read. Balance the seals by moving the letters into a word. If you get stuck then a picture will give you a clue.

Finally, Balloon Burst is again aimed at children who can already recognise words. They also need to have reasonably fast reactions to shoot the balloons – the clowns move quite fast.

This suite is an excellent learning tool – particularly for children who have problems reading or need to improve their skills. The menus are simple and effective and the graphics are excellent. The package costs £4 but if your child needs help learning to read then this is a small price to pay, and the next disk is also included.

#### **WORK & PLAY**

Much like the *Big Top Fun* disk we have just reviewed, these are games to aid learning. The program also has a simple menu and lots of colourful pictures combined with some superb animations.



**BIG TOP FUN:** Well it's definitely not a carrot.

Funtimes Tables is an aid to learning those dreaded times tables. It's set out as a board game, for one or two players, and if you land on one of the starred squares you have to answer a question to continue. Competition is a good way to stimulate learning and this could be an ideal way for kids to grasp their times tables.

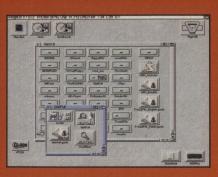
Let's Go Shopping again, requires the child to answer

Continued overleaf ⇒

#### **VARK 15 - FINAL RELEASE**

By	Vark
	Free
PD Library	Roberta Smith DTP
	Two
	90p per disk + 50p p&p

It's a sad day for the Amiga when we lose yet another enthusiast. Vark has released 15 disks always containing the best in PD and Shareware releases. Now he has decided to sell his Amiga and enter the world of crashes and breakdowns – the PeeCee arena.



DiskFull has been around for some time but this new version offers several enhancements.

Enough of that, does this last disk live use to the previous 15? Well despite committing mutiny this is, again, an excellent disk.

As always with Vark collections there are masses of utilities, packed onto two disks,, ranging from a SWOS hard disk installer to an IFF to ASCII converter.

The programs are all lha archives and a Commodore installer allows easy unpacking. There really is something here for everyone, whether you're a games player or a programmer. The highlights are the excellent hard disk installer for *SWOS* (that really works) and a program that stops archive CDs putting everything in RAM:.

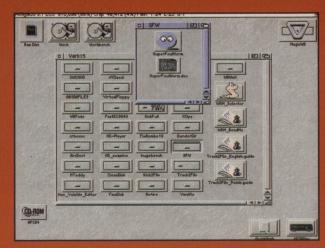
The *HD-Player* program allows you to play long samples from hard disk, there is a new replacement AmigaGuide program, a program to create a massive Workbench, a utility for copying your Kickstart to disk and

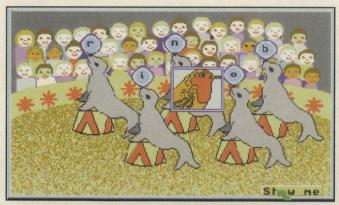
there's even a virtual teddy bear!

If you want loads of new programs to fiddle with then this is for you. But if you have little, or no knowledge, of AmigaDOS then most of the programs won't be of much use and you may even have trouble installing them.

A hard disk is also useful as there are so many programs.

Vark says farewell to the Amiga with a host of useful utilities.





BIG TOP FUN: Seal-A-Grams is designed for children who can already read – if you're having problems with the word then a picture should give you a clue.

questions, this time given by a shopkeeper. He asks things such as "pears cost 30p, how many can I get for £1.50". This is not as good as the first game because there isn't much of a game to play and a child could soon stop paying attention.

Click Clock is a time tutor which allows you to learn either analogue or digital clock displays. The aim is to set the clock according to worded prompts, such as "set the clock to twenty-five to ten" and it's a very good way for a child to learn the time. The reward in this game is an excellent little animation of a cat chasing a mouse. This disk comes with the Big Top Fun package and together they are excellent value.

#### **PAINT, PASTE AND DRAW**

Ву	Simon Hitchen
Ware	Licence
PD Library	Seasoft
	One
	£3.50

This is another title aimed at younger readers but this time it's more fun than educational. *Paint, Paste and Draw* is a simple art package, with the backgrounds and various brushes provided. The task is to make up your own pictures. It is, basically, a computer-age colouring book, with transfers. First of all you make up the image, using the built-in brushes, your own, or freehand art.

The interface is astounding, everything scrolls on very smoothly, and there are many excellent touches such as the animation of a chap putting a disk into an Amiga when the disk is accessed.

The quality of the drawings are excellent, with big, easy to colour pictures and equally well chosen colours. This is really only suitable for children aged seven or up, as you need to be able to load, save and edit your creation.

This package costs £3.50, but that's a good price for such a wellpresented product that could keep a child occupied for hours. This is ideal



WORK & PLAY: Work your way round the board in Let's Go Shopping.

for all those parents who wish their children would be more productive.

#### SOUND & ANIMATION STATION

Ву	Simon Hitchen
Ware	Licence
PD Library	Seasoft
	One
Price	£4.00

From the same author of the previous package comes another remarkable program, designed to produce simple, but smooth animations. Again aimed at older children, this comes complete with examples, pre-drawn backdrops and a variety of animated brushes.

By using the simple point and click system you can quickly create an animation, without the hassle involved using a package such as *DPaint* or a more advanced animation engine such as *MainActor*.

There are disadvantages, such as the inability to perform more complex effects on the sprites, but this is of little worry to a first time user. One problem I found was the long introduction sequence that cannot be



WORK & PLAY: Click Clock rewards correct answers with an animated mouse sequence.

skipped, this becomes annoying when you have to wait on each load. You would expect a package like this to come with an installer.

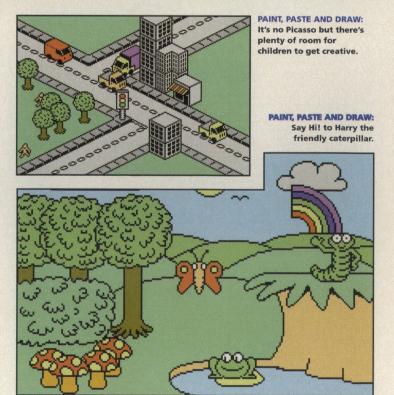
If you wanted to work on a project over time the disks are slow, and you could lose interest but for just £4 this represents good value and it's an ideal accompaniment to Paint, Paste and Draw.

#### **AMIGA ASSIST!**

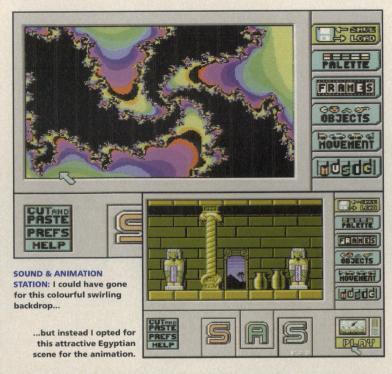
Ву	J.R. Cumming	
	Licence	
	5th Dimension	
Licenceware		
No of disks	One	
	Refer to Library	

This is a beginners disk designed to show less experienced users the ins and outs of the Amiga. As the author acknowledges, the documentation from Amiga Technologies is not easy to follow and this disk is designed to rectify this.

The program uses a simple, well presented point-and-click interface. There are 15 topics available, ranging from descriptions of the Amiga range







and the speeds of computers to DOS commands and upgrading.

Pictures accompany the documents and you also have the option to print them out. There's a comprehensive help screen, explaining the interface in great detail which gives an excellent introduction.

The documents are obviously written by an enthusiast and cover every aspect of the computer, allowing you to understand CD-ROMs, printers, memory, upgrades and many other topics.

#### **DOWNLOADER 2**

<i>By</i>	Ernest Ruckle
Ware	Free
PD Library	Roberta Smith DTP
	One
Price9	Op per disk + 50p p&p

When I received this disk I couldn't believe the document that

accompanied it was produced with ProText. Usually they are simple and text based, not the well laid-out professional-looking documents, that belong with a desktop publisher.

This disk contains 39 fonts that can be downloaded to any EpsonQ-compatible 24-pin printers. With these printers, and the driver provided for *ProText 6* you can use these professional-looking fonts. If you don't have *ProText* then don't worry because there's a program with the package that includes an integrated font and style system.

The main program is quite complex, and could leave a beginner baffled, but after using it for a few minutes you realise that it really is excellent, allowing you to unpack, view and use the fonts.

There is also an ARexx interface provided, with 137 commands, so you can use the fonts with any ARexx-

compatible text editor or word

A novel typewriter mode gives you the option of turning your printer into a modern electronic typewriter or an antique Underwood upright.

Finally, the ability to load any other DL2-format font means you can build up your own collection. For the cost of a disk this is unbeatable value – it could be the ultimate low-cost solution for word processing and DTP.

#### **THUNDERDAWN**

<i>B</i> γ	Andrew Campbell
	Licence
PD Library	5th Dimension
Licenceware	
No of disks	One
Price	£2.95

There have been demos of this game around for ages and finally the full version is here. The demo was PD Selection of the Month (AF88) and I'm equally impressed with the full game.

This is a role playing game in the BlackDawn series, written by the original programmer, Andrew Campbell. It's ideal for all RPG freaks. The author says that it "...takes the usual elements from RPG games and piles on the dark fantasy atmospherics", and the game does create an excellent atmosphere.

There is no real storyline, except that you are a warrior trapped by some force and you have to collect crystals by killing loads of bloodthirsty hydras, phantoms, zombies, and other ugly big *Evil Dead*-style monsters.

The author admits that he created this game for fun, never intending to break any new boundaries. The movement isn't particularly fast, but this isn't essential and it is, importantly, playable. The game oozes atmosphere, from the dark and hazed graphics to the melodious moans of sound – this is fantasy adventure mixed with horror, and the monsters certainly pack a punch!

If you're looking for Eye of the Beholder or Doom then forget it but if you want fun with blood, puzzles and good graphics then play on!

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- 9 AGA Magic
- 10 Amy WB2

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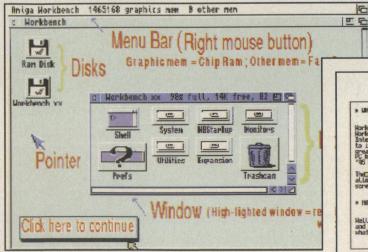
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#### 5TH DIMENSION LICENCEWARE

#### ROBERTA SMITH DTP

Other good PD libraries



AMIGA ASSIST!: Accompanying pictures make learning much easier. This diagram is a beginners guide to the Amiga's Workbench. \* UMBAT IS UNDECREATED A \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* Workbench is a graphical 6S which stands for Operating system. The Northeanch is 000 - Disk Operating System and WOI - Oraphical User Interface driver. All I programs are used through Northeanch and thanks to it's Flexibility, speed and user on the Computers manely the Primare tried to initiate (not better) Archaem by Gesigning Mindows "45 but have not be entirely successful.

The The Theorem 1 and 1

AMIGA ASSIST!: Reading through all the copy could get tedious but if you want to learn about the Amiga it's worth persevering.

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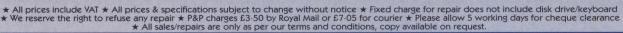
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\* Please call for any chip or spare not listed here









# AS SERIOUSLY

Uh oh, now you get to see me in all my dubious glory! Still, worse things happen at sea, for instance mutiny, scurvy and shipwreck, but since that has absolutely nothing to do with this month's serious reviews section, we'll dwell on it no longer.

While this month sees a tentative mention of the Amiga from web giants NetScape, we review the Amiga's second commercial browser - AWeb-II to see if it measures up to the current competition.

CD drives also seem to be more popular than the software to run on them at the moment. We have a new 8speed IDE CD-ROM drive for you to peruse

at a very attractive price.

As you know, it's Christmas time yet again, and what would Christmas be without the usual round up of things to give your loved one (i.e. your Amiga) as presents? Have a look on page 64 for some

Last, but not least, because I spend a lot of time listening to readers' views, I have noticed a good deal of 'demands' that this or that company port its software to our platform. It's not just serious applications like NetScape either, a lot of people also want games. The answer, is to contact the companies creating this software and ask them for an Amiga version!

#### **AMIGA FORMAT'S REVIEW POLICY**

is very simple. Amiga Format is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

#### WHAT OUR REVIEW SCORES MEAN

- The crème de la crème. Only the very best, most versatile and effective products are awarded an AF Gold the most highly prized rating there is.
- 80-89% These products are very good, but there are minor flaws or areas that could be improved upon.
- 70-79% Good products which may be worth buying, if you have a special interest in that area of computing.
- 60-69% Average products with somewhat limited features and appeal. Products in this category tend to be flawed.
- 50-59% Below average products which are unlikely to impress your mates or your wallet. Avoid.
- 40-49% Overwhelmingly poor quality products with major flaws

Less than 40%

The absolute pits.

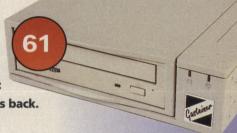


#### AWEB-II

We didn't think it was very good when it was a Shareware title, even though it was the fastest Amiga browser around. Has its commercial status changed matters at all? **John Shepard** finds out.

#### **EIGHT SPEED** CD-ROM DRIVE

Vroom, vroom, CD-ROM drives come of age with this speedy IDE number from Gasteiner. Ben Vost plugs one into his A1200 and sits back.



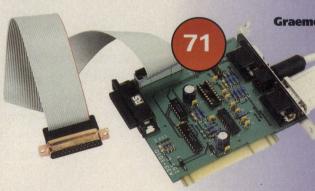
#### STOCKING FILLERS

Christmas time is here again and not everyone can afford to buy their loved one that 17" monitor they were after. Here's a selection of nice bits that won't hurt your pocket too much.

#### WORKBENCH

CD<sup>32</sup> problems, printer queries, keyboard failure, you know, the usual festive problems laid to rest before Christmas Eve by Amiga Format's expert team of

**Graeme Sandifords.** 



#### AMIGA-NET

Princess Leia is our special guest star on the Amiga Internet page that boldly goes and seeks out strange new life and new civilisations. Hosted by the sour milkdrinking man with the pointy ears and a light

sabre Darren Irvine.

# Read more of the authors work

The popular Shareware Web browser has gone commercial. But can AWeb-II keep up with its competitors? John Shepard endeavours to find out.



ack in the beginning there was Mosaic. In those days, a Web browser could add as many niceties as it wanted, but it had to draw Web pages basically the same way Mosaic did. Then Netscape changed the rules. It no longer mattered what bells and whistles a Web browser offered in the way of interface, speed, usage, or whatever - it now had to keep up with those "extended tags" Netscape kept making and people kept using.

And then there's the Amiga. Netscape doesn't produce an Amiga version of its browser - which means we don't get all the coolest new features when the rest of the world does. We have to rely on third parties to write the browsers that deliver the goods.

AWeb-II represents that effort. It made its first appearance as a Shareware offering, giving most of the Mosaic functionality plus a couple of tiny adjustments to keep "Netscape enhanced" pages from being totally unreadable. A newer AWeb was promised - if you registered, of course which would have more modern stuff. That newer AWeb has arrived.

Nice-looking page. Wonder whose it is?

The usual Installer script puts AWeb on your hard drive, along with the required ClassAct libraries, the AWeb mail and FTP plugins and the documentation (all written in HTML so you read the documentation with AWeb itself), and then asks you a few questions such as what size you want your on-screen fonts to appear.

"AWeb isn't a bad program by itself. It does what it says it does, it has a few nice features. I never saw it crash and it seems to be kinder to the system than other Web browsers."

> Oddly enough, one of AWeb's major features is the fact that it doesn't use MUI (Magic User Interface). Every other Amiga Web browser that I'm aware of - except ALynx - uses MUI for its interface, and while MUI offers some nice features that make writing Web browsers easier, it's slow and uses lots of memory - especially chip memory.

(And if you don't have a graphics card, you're forever stuck with 2Mb of chip. which IBrowse eats quickly!) AWeb uses datatypes, though, which are slow and also use a lot of chip RAM - either way you lose. AWeb doesn't seem to crash in low-memory conditions as often as IBrowse – it just simply shows "ERROR" icons in place of graphics it didn't load.

on the CD AFCD8:Look\_here\_1st!/AF\_on\_the\_web/

So the test course? I pointed AWeb-II at the most complex sites I know, sites that Netscape and IBrowse display basically as intended. AWeb displays backgrounds and image transparency just fine. But tables and "aligned" images aren't there. Sites designed for browsers that use these tags can wind up scrambled on AWeb. The new trick of using multipart GIF files for animations doesn't work - it just displays the first or second frame frozen in time. And it won't use the new clientside image maps.

#### THE FRAMES FEATURE

On the other hand, AWeb-II offers limited "support" for Netscape's Frames feature - a method by which several Web pages can be shown at once. AWeb doesn't actually display the separate pages, but rather the "Your browser doesn't support frames" page you'd normally see with links to the individual frame pages at the top. It's not elegant, but it's better than nothing - many poorly designed sites simply don't work on non-frame-capable browsers.

Aside from the Netscape-enhanced stuff, one thing from IBrowse and Netscape and other browsers that I really miss in AWeb is the "pop-up menu." The principle is this: you click with the right button instead of the left one over a link or image, and up pops a menu of options, like "View this image" or "Save link to disk." (Useful for swiping images from other people's pages... not that anyone would do such a thing.) Some of us like having that 'Save to disk' option handy at a click, To save a link directly to disk with AWeb, you hold down the shift key when you click, it works but it isn't the same.

#### HTML TRICKS: A QUICK GLOSSARY.

Things were simple until Netscape got into the habit of making up their own standards for the HTML (Hypertext Markup Language) in which Web pages are written.

Here's some recent HTML features and what they do – and what happens when a browser can't handle them.

#### TABLES

Tables are a nice but complex addition to HTML – you can use tables to arrange graphics and text in seemingly impossible ways. Table borders can be on (for a 3D look) or off (so the table contents seem to float). Tables are supposed to be simple grids of rows and columns, but special attributes let you make table cells stretch across several rows or columns. Pages using this trick become horribly distorted on a table-impaired browser. AWeb does insert a line break at the end of a table row, which helps a little on some very simple tables – but otherwise no tables at all.

#### **BACKGROUNDS**

A Web browser can display a background image much the same way Workbench can show a backdrop in a window. The trick is, some people make backgrounds with a big

dark stripe down the left and use tables and other tricks to keep all the text out of the stripe. AWeb-II handles backgrounds but not tables, so text sometimes winds up where it shouldn't be.

#### FRAMES

A Netscape "mean trick" allowing several Web pages to be displayed in "sections" of the browser window. AWeb-II doesn't directly support frames, but it does provide links to each of the sub-pages. This is way better than nothing at all, as many sites do not provide a "no-frames" option.

#### **ANIMATED GIFS**

The Compuserve GIF89A format allows for "stacked" images – a single .gif file can contain several images. Originally this was intended for slideshows but someone thought it was a cool way to make Web animations. AWeb does not support these – it loads the whole file but shows only the first image.

#### **IMAGE ALIGNMENT**

An image on a web page can be "aligned" or pushed to the left or right of the screen with the text flowed around it.

AWeb doesn't understand this – it will space out the page so that one line of text exists per graphic, meaning carefully laid out pages come out looking dreadful.

#### **CLIENT SIDE IMAGE MAPS**

Normally, an "image map" - a clickable image that takes you to different places depending on where in the image you clicked - must go to a remote server to get coordinates.

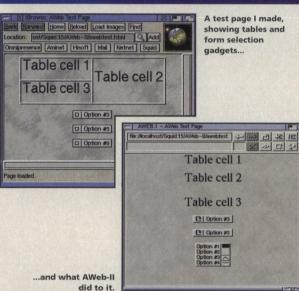
Netscape pioneered a way to make such image maps work on the browser exclusively without calling a remote server – making, amongst other things, inclusion of Web pages on CD-ROMs much easier. AWeb-II doesn't support this, only the older "coordinates" method.

#### **FONT SIZES**

Web pages have two ways of making text different sizes: using a "heading" or a "font size" tag. AWeb supports headings but not font sizes – so pages that mix the two will look very strange.

#### BLINK

AWeb does not support Netscape's proprietary "blink" tag – thank heaven.



status" window, which lists all the files currently being downloaded, and lets you stop one or all of these files. It's handy if you know you're waiting on one particularly large graphic that you don't need to wait for. On the downside, the normal "stop" button disables itself once the page is done and the graphics start

loading, so it's a trip to the lightning bolt to make it all stop – and you have to wait for all the files to clean up. It's a neat concept but it could be done better.

AWeb has a unique "network

#### **HOTLIST**

Unlike IBrowse or Netscape, AWeb doesn't keep its hotlist under the "Hotlist" menu. You select "Show hotlist" and it brings it up as links in the main browser window. I hate

this. It's counterintuitive and slow. There is a separate Hotlist window you can bring up, called "Maintenance", used for editing the entries, but it all seems sideways to me.

I noticed a few oddities in the way AWeb-II displays "form" elements those pages asking for information. The "selection" gadgets aren't consistent sometimes they appear as an Intuition "cycle" button and others as a scrolling list of items. It looks odd on a complex form, to see scrolling lists and cycle buttons mixed. Another thing to watch for is the big text-entry gadget that looks like a miniature text editor - you don't want to edit a large amount of text in there! The scrolling is slow, and there is no way to easily delete large amounts. There is a little "E" icon in the corner, though, which opens up a real text editor and lets you edit there.

AWeb isn't a bad program by itself. It does what it says it does, it has a few nice features, I never saw it crash and it seems to be kinder to the system than other Amiga Web browsers. But it doesn't compare with better ones. IBrowse supports many more Web formatting commands and is easier to use. AWeb-II is very similar to Voyager at this point so the only real thing that AWeb-II has going for it, is lack of MUI.

AWeb is a start – as more features are added, it'll become a browser to be reckoned with. Meanwhile, I just keep saying, "This is a nice page. I'll have to come back with a real browser."

DISTRIBUTOR: Epic Marketing PRICE: £29.95 REQUIREMENTS: 2Mb RAM, hard disk and CD-ROM drive.

.... Slightly faster than IBrowse but still limited by AGA and datatypes. MANUAL: ••000 15 pages plus lots of "online" documentation in HTML. ACCESSIBILITY .... If you're used to other browsers, AWeb-II will seem a little sideways. **FEATURES:** Some good ideas, but needs to understand more formatting tricks. ---VALUE. If Netscape costs \$45, what will AWeb-II **OVERALL VERDICT:** AWeb-II's most important feature is that it doesn't use MUI.

70%

#### SO WHAT HAS IT GOT?

AWeb supports all the basic HTML 2.0 tags and these extended or proposed HTML 3.2 tags:

- Background images and colour commands (<BODY BACKGROUND= BGCOLOR= TEXT= and so on).</li>
- Alignment tags for paragraphs, headings and divisions.
- Image Border and size tags.
- Enhanced ruler tags (<HR WIDTH= ALIGN= NOSHADE>).
- Supports extended list tags (continuations, bullet types, etc.).
- W3 Icon entities (tags like & diskette will display a picture of a floppy disk).
- Limited Frame support –
   AWeb still shows "Your browser does not support frames", but links to the pages are shown.

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# Gasteiner 8-speed

CD-ROM drives were once the hardware you bought when you had everything else. Now, their low price makes them essential.

ot so long ago a SCSI double speed drive was the pinnacle of CD-ROM performance.

Nowadays, even quad speed drives are looked down upon. In the changing world of the computer, nothing is ever good enough, fast enough or has enough capacity and CD-ROM has proven no exception to the rule.

Gasteiner has brought out two new drives, one for A1200s and one for the big box Amigas, both are 8-speed units. Both use the same mechanism and if you wanted an external drive for your A4000, then both would also come in the same external SCSI case. The case itself is very standard with two SCSI ports on the back, together with a SCSI ID selector – both of which are totally useless. The SCSI ports are covered

Bumper Christmas Giveaway

The senders of the first three postcards drawn out the bag will each receive a copy of DOpus 5.5 and a three button mouse. Send a card with your name, address and phone number to:

PO Box 490 • Dartford
Kent • DA1 2UH

over with a label saying you shouldn't use them. Instead there's an internal 40-way ribbon cable that snakes out of the back of the case, designed to go into the side of your A1200 much the same way.

#### NICE FIT

Fitting the drive is easy. Just open up your A1200, remove your hard drive from its cradle, replace the existing IDE cable with the one provided and then hook the CD-ROM drive to the little circuit board attached to the new IDE cable. Close up your machine, making sure you don't trap the cable in any sharp bits, install the software and away you go. I know it sounds a bit scary, a bit of an effort, but don't worry, nothing could be simpler.

#### AND FAST TOO

In performance these new 8-speed drives work a treat. With an average transfer rate of over 1Mb a second, your CD-ROMs might well actually be read faster than your internal hard drive. The *IDEFix* software that comes with the drive is easy to install and there's even a simple CD audio player included. You can boot from CDs using *IDEFix*'s CD<sup>32</sup> emulation.

So, any caveats? I don't think so, other than the usual fear that your drive will be superseded by a 10- or even 12speed unit. There is some question of the long-term viability of these units since they don't buffer the signals between the IDE controller and the A1200's processor the way that some of the competitors do. But if you're careful putting it together, there shouldn't be a problem. Overall, I'm very pleased with the quality of the drive mechanism, the speed of operation and the simplicity of installation. Do yourself a favour. If you haven't yet joined the CD-owning brigade, fork out your dosh for one of these drives. You won't regret it.

#### 4000 REASONS TO BUY A CD-ROM DRIVE

If you own an A4000, or any big box Amiga with an IDE controller, then fitting the new drive from Gasteiner will be very simple. With the kit for the A4000, you even get an adaptor to allow you to fit up to four devices, getting around the complaint that IDE restricts you to only two. The adaptor plugs into your existing internal IDE cable and you can then plug in two new IDE cables going to your devices.

Fitting the drive itself is always a bit of a chore, but that isn't Gasteiner's fault, it's merely that Commodore, in their infinite wisdom, chose to make removing the front panel of the A4000 very difficult. Still, once it's done, it's done and it'll be well worth it.

Distributor: Gasteiner
PRICE: £189 - A1200 £149 - A4000
REQUIREMENTS: A1200 or A4000 Hard
drive recommended

SPEED:
There aren't many faster drives
MANUAL:

The A1200 instructions are confusing to start with and the *IDEFix* docs aren't exactly comprehensive.

It's a CD drive – what do you expect? VALUE: • • • • • Extremely good value for money.

OVERALL VERDICT: Easy to fit and fast as you like.

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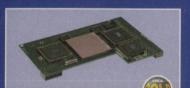
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A 68060 accelerator board for the A2000/4000 running at 50MHZ and allowing up to 128mb of use installable memory and a SCSI-2 hard disk controller.

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#### A500 68020EC

A 68020EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC OR PGA). This card can fit up to 4MB FastRAM and is fully auto-config. Not compatible with GVP Hard Drive.

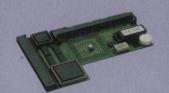
68020EC OMB RAM 68020EC 4MB RAM



#### TURBO BOARDS

Performance 10 times of a standard A600 68020 CPU clocked at 28MHZ, 68882 FPU clocked at 28MHZ, up to 8MB FastRAM, autoconfigurating. Socket for 72-pin SIMM.

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# Paint & more

CLOANTO

This CD-ROM got a whopping 90% and an Amiga Format Gold award when

it was first reviewed in
March of this year. Now
it's available for only
£19.99, it's even
better value for
money. The CD
contains full
versions of Personal
Paint 6.4, the Amiga's
best selling paint
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Three button salute

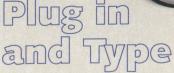
This is the mouse we use in the office on our Amigas. It has a nice long lead, three buttons (handy for MultiCX) and an ultra-high resolution of 560dpi, suitable for even the highest resolution screens. You can only

highest resolution screens. You can onl get this mouse from: Black three button mouse £14.99,

beige mouse £12.99. From Wizard

Developments on

01322 527800.



If you c n't type v rything you w nt to on your k ybo rd b c use som 1 tt rs r brok n, then why not try this new keyboard from Dart Computer Services. OK, yes, it is a PC keyboard, but it will plug into your Amiga just the same. All the standard Amiga keys are mapped to the PC keyboard so you don't have to worry about never being able to use right Amiga q ever again.

Keyboard adaptor Price depends on your model of Amiga from **Dart Computer Services 0116 247 0059** 



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buying the Killing
Grounds as a Christmas
present, and you're feeling a
bit flush you might consider
getting this accelerator card to go
with it. I know it's quite a bit
outside the price range of
these other pressies, but it's such
outstanding value we thought we
would include it anyway!

This accelerator is suitable for any A1200 and consists of a 68030 running at 25MHz, together with a 68882 running at 25MHz. There's a battery-backed clock and a 4Mb SIMM included for free for just £99.95. Power Computing also have faster boards, so if you are a real speed demon, give them a call and ask about the 50MHz version!

Power 030 £99.95 from Power Computing on 01234 273000

# Put it in and take it out

OK, so it's not a very exciting present, but you can never have enough blank spaces on which to write your inspiration. Removable media costs vary, from £5 for a blank CD-ROM disc all the way to about £70 for a Jaz cartridge, with plenty of choice in-between.



CD-ROM £8.95/10 pack £74.40 from First Computer Centre 0113 231 9444

Zip Cartridge £15.95 each/£69 per five pack/£129 per ten pack from HiSoft 01525 718181

EZ-Drive Cartridge £17.99 each from First Computer Centre 0113 231 9444 Jaz Cartridge £99.95 each from HiSoft 01525 718181



The Aminet CDs come out every other month or so, but these Aminet Sets are a bit rarer. So far there have been three of them and they each contain the whole of Aminet to the date they were created. Now that's an awful lot of software, so

it's no wonder that
Aminet Set comes
on four jampacked CDs. The
latest version of
Aminet Set is Set 3
and it is worth
every penny.
Aminet Set 3

£29.99 from Weird Science 0116 234 0682

date they were creawful awful awful

Greature
comfort

If your loved one does a lot of typing, he or she may be complaining that their hands, wrists and/or arms are hurting. These symptoms can be signs of carpal tunnel syndrome or repetitive strain injury (not the kind our editor suffers lifting a glass to his lips we might add) and a good posture for typing is one thing that can relieve it.

lips we might add) and a good posture for typing is one thing that can relieve it. The TendaGuard wrist rest is designed specifically to put your arms into the correct position for trouble free typing and although it's a bit difficult to get used to at first, you'll soon feel the benefit.

TendaGuard Wrist Rest £23.95 from Dr. Paul Manley 0171 486 3581



If the person you're buying presents for is into Blitz or ACE Basic or even the Amiga E compiler we have on this month's CD, you can't go wrong with buying them the Amiga Developer's CD. It contains information heretofore unavailable to your average Joe or Josephine detailing the arcane secrets behind AmigaDOS, Intuition and Workbench and is crammed with handy examples.

Amiga Developer CD £14.99 from Weird Science 0116 234 0682

# al pages

Yes, we know you already buy the magazine, but wouldn't it be nice if someone was to get you a subscription? Once every four weeks or so, you would traipse down to your front door, yawning away, and

find the garden of heavenly delights that is Amiga Format, just waiting there to brighten your day. No visits to the newsagents in the rain, just to find out that they've sold out, just pure Amiga bliss... **Check out page 79 for details** 

## Bumper Christmas Giveaway

Graeme awarded HiQ's Siamese system 88% in AF86. If you want to win one then Send a postcard with your name, address and telephone number to:

HiQ Systems • AF Christmas Compo • Gable End • 2 The Square

Watling Street • Hockliffe • Bedfordshire • LU7 9NB

The new Gif Sensation double CD contains around 10,000 full colour images, Viewer and converters are included on the CD. Subjects include: Vehicles, Space, Science fiction, Textures, Landscapes, Sunsets, Money Cartoons, Fantasy, Sports, Raytraced, Classic art and loads more.

GIF SENSATION



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Includes images only suitable for persons ov the age of 18.

**ANIME BABES (18)** 



Mick Davis's Cartoon Clipart Volume One is a new Amiga CD-ROM containing 500 commissioned cartoon images, all of which can be used "royalty-free" Each image is stored as IFF, and all have been scanned at the highest possible resolution to ensure the best quality when printed. Supplied with a 30+ page printed index of each

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released on any Amiga CD ROM. If you want to update/enhance you existing Workbench 2 or 3 then this is the perfect Workbench add on CD ROM. This CD is only suitable for any Kickstart2/3 based Amiga's such as the A500+, A600, A1200, and A4000



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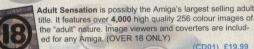


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Aminet set two

World Info

Aminet set three

Aminet 14 October

**Aminet 15 December** Aminet 16 February '97

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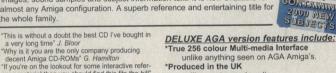
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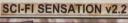
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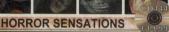
of gory animations. Bloody games Spine tingling horror type sounds, Horror stories, Pictures & animations from tons of

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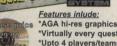
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Which computer(s), if any, do you own?

# Morkbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

#### **AIR CRASH**

This is my first letter to Amiga Format and it's a plea for help. I own an A1200 with a Blizzard 1230 - IV 50MHz accelerator board with 10Mb RAM and to my horror B17 Flying Fortress doesn't like the accelerator board. It keeps crashing at the same point every time with the same error (8000003). I used to have a Viper MK1 030 28MHz and it worked on that.

Do you know of any patch or fix that will get B17 working with the Blizzard board. I know I can switch the board off to play it but it's slow and jerky. Please help.

> Paul Nines Weston-Super-Mare

The error 8000003 is associated with illegal memory addressing: it's usually seen when code written for a 68020 or better processor is used on a 68000. There is therefore no obvious reason why it should occur on a 68030 system. However, the fact that you have moved from a 28MHz to a 50MHz system may provide a clue: I'd guess that you are using the same SIMM, and it's possible that the SIMM isn't fast enough for the 50MHz board.

For a 50MHz processor, you really should use memory rated at 60ns, not 70ns or 80ns. I'd therefore recommend you update your SIMM.

#### CD<sup>32</sup> FOR SALE (BROKEN)

I own an Amiga CD<sup>32</sup> with the SX-1. Inside I have an 8Mb SIMM and a 60Mb "Areal" hard drive. I am still using the original PSU. When I try to partition it using "BDprep" and reset, I can no longer get the drive to boot up from cold or warm. Is it something to do with the boot priority?

Also, before I tried to partition, whenever I tried to copy files to the HD the whole system would freeze. This also happened when I tried to load programs from hard disk. What is happening? Can you please offer a simple solution to the above problems? My boot priority for my hard disk is 5.

P.S. I am trying to sell my whole system (SX-1, 8Mb CD<sup>32</sup>, sampler, monitor) How much do you think I should sell it for? I haven't a clue and I want to upgrade to an A1200.

> Martin Day East Sussex

It's nothing to do with the boot priority. It sounds as though the hard disk or the interface is broken. From what you say, you cannot read to the drive, write to the drive or boot from it. That's pretty broken. How much you would get for it depends on how much in common you have with a second-hand car dealer.

#### **KEEP CALM**

Please help me before I do something rash like throw my Amiga under a bus and go out and buy a PC. I have had an Amiga for three years and this year I decided to upgrade it.

Continued overleaf ⇒



If your CD<sup>32</sup> is completely broken then the whole system is of little use to anyone

#### HIOUESTION

It's a sad thing to say, but I believe the Amiga is slowly dying. I've been an Amiga owner for almost 10 years now and in my humble opinion, unless some miracle happens, the future looks quite dark. Well, what I'm trying to tell you is, I intend to buy a PC later this year. (Please don't shoot me! You must understand, computers are my major hobby, and... and...). Enough kidding.

What I wanted to ask you is: I've read the interesting article on HiQ's Siamese System (AF86) but there are a few things I couldn't find. Is it possible to use the PC's CD drive and modem? And, if it isn't, could it be possible in future versions, or is there another way to do this? (Don't say Ethernet, because I'll never find an Ethernet card over here). Only HiQ's phone number was printed.

Could you give me their full address or/and facsimile number so I can write for more information and a dealer list. I own an A1200 with a Blizzard 1230/8Mb accelerator board.

> Luc Stynen Mortsel, Belgium

Yes, with your Amiga linked to the HiQ Siamese system you will be able to use the CD-ROM drive. Support for the modem is currently being worked upon. Contact HiQ at HiQ Ltd, Gable End, 2 The Square, Watling Street, Hockliffe, Beds LU7 9NB Tel: 01525 211327 or email steve@higltd.demon.co.uk



The Siamese works

by networking the

of both machines

Amiga to a PC -



It's unlikely that Final Writer has caused a machine to crash – it's more likely to be a hardware problem.

← I bought a 630Mb hard drive which a local dealer fitted and then I got a Blizzard 1230 accelerator card with 4Mb RAM and a Goliath power supply. All this worked well for about a week and then the computer started to take a couple of attempts to boot up from the hard drive, then it began to crash intermittently, sometimes right after power up or anything up to three hours later.

When it crashes, either the keyboard and mouse are locked out and the machine refuses to soft re-boot or the power light flickers and the screen flashes red, green or blue. Usually the crashes occur whilst using *Final Writer 4* or when trying to load a program from the hard drive. This problem has become more and more frequent and has caused several errors on the hard drive which I had to get re-formatted.

I was unable to pinpoint the source of the trouble so I asked my local dealer who said it was a software problem. Then I contacted the dealer where I bought the Blizzard board who suggested that I power my hard drive separately because the accelerator was pulling too much power through the motherboard. I am now thoroughly confused and frustrated because I don't know a lot about the intricacies of computers and what to do when things go wrong (as they so frequently do for me).

A Kean Glasgow

Now, now – keep calm. There is no need to do something silly like buy a PC, especially as you have such a powerful Amiga system. My first thought is that it could be a problem with the hard drive: not a hardware problem, but rather the Amiga is pulling data off the hard drive too quickly. To test this, you'll need the HDToolbox program. The dealer who sold you the drive should have made sure you have it. It should be on the Workbench partition in the Tools drawer.

You'll need to alter a setting called "MaxTransfer". You'll find this hidden away. First select your drive, then click on the "Partition Drive" option. Now select "Advanced Options" and click on the "File system Change" button which appears. You'll see a box containing lots of "f's" marked "MaxTransfer". Delete two or three "f's", and save the settings. Repeat this process for any other partitions. Now reboot and see if that makes any difference.

If not, there might be a hardware problem. To find out what's at fault, use the process of elimination. There are four things which could be wrong:

- 1. Faulty accelerator card,
- 2. Faulty hard drive,
- 3. Faulty Amiga motherboard,
- 4. Power supply problem.

First of all, open the trapdoor and remove the accelerator card. There's no need to get a dealer to do this. Take it step-by-step and the card will pop out. Now use the computer for a bit and see if it still crashes.

Next remove the A1200's lid and disconnect the cables to the hard drive. This isn't difficult (some find it easier than removing trapdoor cards). Take out only the screws which are holding the lid on: there are two at the back holding the floppy in place, and another few holding the motherboard in place – leave these alone. If memory serves you'll only need to take out five screws: three at the front, and two at the edges.

Now hinge the lid off, starting with the side away from the floppy disk drive. The back of the lid is only clipped into place.

Remove the data and power cables to the hard drive, start the computer and use it with floppies. If that works, the Amiga itself is fine. Try it without the hard drive but with the accelerator installed (fitting the accelerator with the lid off is very easy indeed).

By now you should have narrowed down the problem to either a power supply problem or a faulty Amiga. Repeat the process with the original power supply in place of the Goliath, on the off chance that that it is to blame. If this is too much, any good dealer claiming to deal with Amigas will be able to perform these tests.

When you say you had to get the drive reformatted, I hear alarm bells. I've heard of several cases when Amiga users have felt the need to bring their Amiga's back to dealers to get the hard disk reformatted, and have paid up to twenty quid for the privilege. This is a bit of a rip off to be honest. It's extremely unlikely that an Amiga would get so screwed up that the hard drive would need re-formatting. Sometimes a program can crash, and leave the hard drive in an "invalid" state. It won't be possible to write or delete anything, and the drive will seem to be in constant use. If this happens: leave it alone! The operating system will fix it itself. There is no need to bring it to a dealer. The drive is busy because the machine is repairing the disk drive. Just leave it in the corner for half an hour and it should repair itself.

If things get so screwed up that the hard drive needs to be formatted, here's how you do it.

- 1. Boot from the standard Amiga Workbench floppy disk.
- 2. Open a Shell window.
- 3. Enter "Format drive dh0: name Workbench QUICK FFS"
- 4. Enter "Format drive dh1: name Work QUICK FFS"
- 5. That's it.

This assumes two things: your hard drive has been set up with two partitions (nine times out of ten this is right) and that the partitions are called dh0: and dh1:. They might have different names, hd0: and hd1: for example. You can check from the "secret"

#### CD-ROM, PLAIN AND SIMPLE

I'm an A1200 owner and don't have any extra memory or accelerator boards. I was wondering if you could tell me whether a CD drive would run on a plain old A1200 and if so which drive is not extremely expensive (under £150) and will do a good job. Also where could I get a word processor, art and animation package, modern encyclopaedia and games.

John Griffin East Sussex

If you check out the November issue of our of Amiga Format, you'll see a head to head review of two drives – one from Eyetech and the other from Siren. Both will work on an un-expanded A1200 and both cost between £150 and £170.

You might be able to make up your own system for less if you can source a second hand IDE/ATAPI dual speed CD-ROM, and Eyetech will sell you the parts you require separately.

There are quite a few CDs out now, check out any of the adverts in this magazine, including the Epic Interactive Encyclopedia. For the others, I'd recommend that you get an Aminet collection – there will be enough software on there to keep you happy for months.

The two new CD-ROM drives – both give you cheap expandability and speed.



menu which appears when you hold down both mouse buttons at boot time.

If the hard drive simply doesn't appear on the Workbench or in the menu, it will need to be partitioned. This should not happen. I can't think of a situation when a crash would cause this situation. It's more likely to be a hardware failure, and if this happens with a new hard drive I would take it back for a replacement.

#### **PRINTER PROBLEMS**

We are totally new to computers and in April purchased a second hand Amiga 1200 2Mb RAM with internal floppy drive. We have Workbench 3.0 and no hard drive. We then saw a reasonably priced printer. A Commodore IP3300 inkjet for sale at Escom in Wakefield. Having no knowledge before purchasing the printer we asked the question: "Will it work with the Amiga 1200?" The answer was yes it should do – there were no real doubts.

It was supplied with its own driver but appears to be only for a PC. I have sought advice from friends who think it is not compatible. I have also phoned an Amiga helpline who suggested I use the HPDeskjet driver (they say they'd never heard of this printer!) Unfortunately, the HPDeskjet driver didn't work and Escom had already closed down when I went back there for advice. Can you help?

W Banks Pontefract

Any printer which works with a PC should work with an Amiga – with the exception of the cheaper Windows-specific laser printers which use the PC to do the work of the printer's firmware. Any printer can be used to print plain text: use a standard printer driver such as one for an Epson printer. However, it's the graphics printing which can cause problems, and this is why you need a dedicated driver. You might as well re-format the disk you got, because it's definitely a PC only driver.

It's very likely that the Escom/Commodore printer is a badged printer from some other manufacturer. Look through the manual for hints. There should hopefully be a list of printers with which yours is compatible.

You can then use one of these drivers (any by the way, it's worth trying as many drivers as you can – it's very unlikely you'll actually break anything).

#### **INTERNET ON A CD32**

I own a CD<sup>32</sup> with a 2Mb RAM and SX-1 expansion unit with a 3.5 external floppy drive and keyboard. I am currently using Workbench 2.

#### K?YBOARD FA\*LURE

I own an Amiga Technologies A1200 on which I spent my student loans upgrading into quite a beast, including an internal hard drive and a Blizzard accelerator, both for which I had to break the warranty seal (the metal shielding near the expansion port was too long and had to be bent back). In fact I can't remember if I sent off my warranty card as I knew I would be doing this. Months later I am now experiencing problems with the keyboard with the several of the keys not functioning; 'F8', '-', '[', '#', and '4' on the numeric keypad. They didn't stop working straight away but intermittently.

It's driving me crazy having spent all this money on it, especially when I and my friends use the Amiga for assignments.

Please advise – I am not scared of a screwdriver if you think it's safe for me to open the keyboard. If not can you recommend somewhere cheap (I've no money left) I can mail it to (I live near Grimsby).

Jonathan Day Lincolnshire I guess that the Amiga is so bulging with extras that the internal hard drive has actually pulled the A1200's keyboard cable out of the little connector it fits into. It's quite a common problem, and takes about five minutes to fix.

Take the lid off (see 'Keep Calm' letter on how to do this) and locate the green ribbon which connects the keyboard to the motherboard. The motherboard end of the cable is connected to a black connector. There is an outside clip which can be lifted up, and this lets the cable move in and out freely. Take the opportunity to clean the end of the keyboard cable with a lint-free cloth and some alcohol (being a student you shouldn't have any problems getting hold of some alcohol).

Make sure the cable is sitting right inside the connector and then push the outside clip back home. This should firmly grasp the cable and stop any loose connections. Put the Amiga back together again. If this doesn't fix the problem you'll need to either buy a replacement keyboard or send the A1200 away to have it repaired. Try Dart on 0116 2470059.

If you're experiencing keyboard problems then don't despair – it may be something as simple as a loose cable.



- 1. What software, hardware and memory is required to access the Internet and World Wide Web on the Amiga?
- 2. A CD is available (Get on the Net from Epic Marketing) which claims to contain all the required software to get on the net. In what way could this affect the answer given to my first question?
- 3. With the modem I am going to purchase, software is supplied to access Compuserve. Is Internet access available through this service on the Amiga?
- 4. How much does the access and phone bills cost if I use the Internet?

1. To access the Internet you need the following

software: A TCP/IP stack (such as Miami, Termite

Steven Hassell Birmingham TCP or AmiTCP/IP). To use the World Wide Web you'll need a browser such as Aweb, Voyager or IBrowse. From a hardware point of view you'll need a moden, and an extra 4Mb memory is all but essential. I would recommend a hard drive too.

- 2. It doesn't change the answer, all it does is supply the software you need in a form you can use easily.
- 3. The software to access CompuServe will be PC and Mac only, and won't work with the Amiga. Due to the way CompuServe is updating its system it's no longer possible to use it with the Amiga.
- 4. Using the Internet requires a telephone call to your Internet Service Provider. In most cases, if you use the Internet for an hour, this call will cost exactly the same as if you had picked up the handset, dialled

Continued overleaf ⇒

#### **BIGGER DRIVE PLEASE**

I have an A500 with 1Mb chip RAM and 4Mb fast RAM, Workbench 2.04 and an external 1.76Mb disk drive by Power Computing. I also have a RENO CD-ROM drive and a 40Mb GVP impact series II HD8+SCSI hard disk drive. Is it possible to upgrade the 40Mb hard drive to a bigger one – say 540Mb – without having to buy a new hard drive interface because my 4Mb RAM expansion and CD-ROM are connected to the present one. Also if it is possible could you tell me where I can get one and roughly how much it would cost.

Richard Hockey Gosport The GVP interface is standard SCSI, and the 40Mb drive is a standard SCSI drive. You can take it out and replace it with any other SCSI hard drive. The only problem is that trying to source a new SCSI hard drive smaller than 1Gb is very tricky. If you don't want to spend the £150 for 1Gb, look around for smaller second hand SCSI drives.

Remember also that you can keep the 40Mb drive and attach the new drive externally if you get a suitable power supply and box. Most importantly of all though is the fact that you can fit a Syquest, Zip or Jaz drive to the SCSI interface.



Underneath that shiny red helmet you should find our very own Mr Irvine – leaving Bath at speed after handing his copy in late, again!

Location: [Imp: Process generalises control Collections than

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Durry's New Homepage

You'll find a detailed review of Termite TCP, the latest TCP/IP stack, in the November issue of *Amiga Format*.

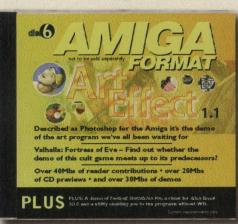


them up and spoken to them for 60 minutes. It therefore makes sense to pick an ISP with local access to keep the phone bill down. You will also need to pay your provider a fixed charge. A few providers work differently: some offer an 0800 number (but bill you per second for access). Others, such as CompuServe, charge online time as well as making you pay for your telephone bill.

#### **QUESTIONS, QUESTIONS**

1. I have a Star LC-20 printer attached to my computer. Whenever I boot from a Workbench 2.0+ disk I have to replace the printer device and parallel device files in the Devs drawer with the ones that came on Workbench 1.3. If I do not do this the computer says I have not put the printer on-line. I have contacted Star but they just sent some Amiga drivers which do not solve the problem. Is there any way around this because it's a pain when booting from CD's?

- 2. How do I make an assign from two sources to one destination? e.g. if I wanted to assign to libs: the libraries from my Workbench 3.0 disk and the libraries from my *AFCD6*.
- 3. Are there any good PC emulators that are hardware based which will work with my A1200?
- 4. Is there any way to stop Web browsers such as AWeb and Voyager 10 running out of



memory by being able to prevent them copying files to RAM? I have tried assigning T: to a floppy disk instead of RAM:T but it soon runs out of space and as a result the computer crashes.

5. Is there any way to make my CD-ROM display animations smoothly? I've noticed that some programs play animations far

more smoothly than others.
6. Where will the PowerPC upgrade fit into the A1200? I want to get some more RAM but I do not know if I buy a trapdoor expansion whether or not I will be able to use it with the PowerPC upgrade when it comes out.

James Griffin Cornwall

- 1. Try updated drivers from a third party printing utility such as Turboprint.
- 2. Although you can create multiple paths (for example, when you type a command at the Shell the Amiga will look in c: and RAM: and a few other places type path by itself for a list) multiple LIBS: paths are in general not a good idea. However, there is nothing to prevent you from trying. The key is to use the "ADD" option with the ASSIGN command Try including a line such as: ASSIGN >NIL: LIBS: cd0:LIBS ADD in your user startup sequence.
- 3. No. There are no hardware PC emulators, good or bad, for the A1200.
- 4. Sorry, there isn't really a lot you can do. Forcing your screen modes to use NTSC mode in as few colours as possible might help a little bit, but by far the best solution is to buy more memory or a hard drive.
- 5. How well an animation can be played back from CD or Hard drive depends on

several things: the format of the animation (colours used, degree of movement), the playback program and the amount of free memory available to buffer the data.

Experiment with utilities such as BigAnim, Viewtek and Rtap and get more memory.

6. No-one knows. Don't let that fact stop you from buying a memory expansion and enjoying it now, rather than holding off for hardware which might never appear.

The superb AFCD6 complete with demos of Art Effect and the Fortress of Eve.

#### IF YOU HAVE A QUERY...

At Amiga Format we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved).

Here are a few tips on sending in questions:



**Graeme Sandiford** 

- Be concise.
  Detail the problem as best as you can.
  Describe the events that caused the problem.
  Give full details of
- your equipment.

   Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

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- Leaves trapdoor free for accelerators/memory
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- Comes with special Eyetech 4-device EIDE buffered interface board easily fitted in minutes with no cutting/drilling (Note that IDE CDROMS must never be directly connected to the A1200 without a buffered interface)
- Gold plated audio phono sockets at rear and front panel headphone socket and volume control
- Complete with 'Click-and-Go' installation software

What do the reviewers say? Amiga User International - 97% "...It all worked faultlessly..."

Amiga Format - 96%

"...An absolutely superb bit of kit..."

Amiga Shopper - 90%

"...This is a quality product..."

#### Amazing value:

4-speed - only £169.95 8-speed - only £199.95

Also available without CD mechanism (so you can fit your own drive) for £129.95



The CDPlus MiniTower & Desktop

Considering a PowerStation? The CDPlus is now available with an alternative, 230W, CE-approved, PC MiniTower or Desktop case (which can also power your A1200) - for only £25 extra

#### SX32Mk2 & SX32Pro Internal Expansion for the CD32

#### At last - the SX32 Pro is here!

- Twice the memory access speed of an A4000/40 (AIBB)
- Runs Gloom at full speed in full screen mode!
- Make your CD32 into a high powered, portable Amiga.

#### The SX32Pro and SX32Mk2 add...

- 33 or 50MHz '030 MMU CPU and FPU socket (33MHz FPU socket only on the SX32Mk2) Simm socket for up to 64MB of 32 bit fast (60ns)
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  Parallel port (25 pin), Serial port (25 pin), Floppy disk port (23 pin)
- Jumper-selectable for PC or Amiga keyboard input via CD32 AUX socket (external adapter on
- to the CD32's existing mouse, joystick, keyboard audio, RF, composite video and SVHS ports.



The SX32P

What do the reviewers say? Amiga User Int'l

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SX32Mk2 - until Xmas - £189.95 SX32Pro-33 £299.95 £369.95 SX32Pro-50

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AMIGA HEALTH WARNING – Please read this, it's in your own interest!

If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 (other than an Eyetech CDPlus unit)

without a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 – unlike A4000's and

PC's - has NO internal IDE buffering. On the A1200 the IDE interface connects directly to the A1200 processor chip which itself

has insufficient output to drive more than one IDE/ATAPI device (and only then on a short data cable) for any sustained time

period. To the best of our knowledge the Eyetech CDPlus is the only A1200 ATAPI CDROM supplied with a buffered interface

as standard. We are now making this 4-device buffered interface available separately for use with other kits and

At only £39.95 inc VAT it is a small price to pay to preserve your Amiga's health.

Superb Value: 17" now only £549.95

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# The sites are nut there

Since Scully and Mulder became household names there's been a surge of interest in all things alien.

□ arren | rvine follows the trend and picks out some of his favourite sci-fi related web sites.

cience fiction, eh? It gets everywhere – in books, at the movies, on TV... It's like vermin that needs stamping out... action must be taken soon to prevent... aarggh! Sorry, I got a tad carried away there – too much exposure to old Blake's 7 episodes during the researching of this month's AmigaNet.

Actually, I like sci-fi, and judging from the amount of stuff that's out there, so do loads of other people who use the Internet. Many of the sites that deal with sci-fi have been set up by enthusiasts (often students) but some of them really are good enough to rival professional sites.

So what exactly is out there? Well, there are sites devoted to just about every major (and quite a few minor) science fiction film or TV show. Popular series such as the X Files have literally dozens of sites, and are easy to find doing a simple search through a search engine like Yahoo or AltaVista.

So as well as the favourites, I've decided to mention a few of the more obscure sites on the Web, which in turn have links to even more arcane pages.



The Alien Nation home page has more information than you could possibly ever want to know.

#### 2001 - A SPACE DOYSSEY

The special effects in 2001 are pretty amazing when you consider that it was made 28 years ago – they are still impressive today. This site has a huge amount of data concerning the film, including details of how most of the major special effects were accomplished. There are some great pictures and additional material such as excerpts from the soundtrack are available to download. As with most of the sites here, this is fairly graphics intensive but well worth a visit at: http://www.lehigh.edu/~pjl2/films/2001.html

#### **DUTER LIMITS**

This is a nice official site, with well presented graphics in keeping with the general feel of the show itself. Although most of the information is about the new series of the Outer Limits, there

#### FINDING MORE STUFF

If you are completely new to using the Net you might not yet be familiar with the concept of an Internet Search **Engine. These are basically huge** databases containing information about a staggering number of pages on the World Wide Web. You can enter a keyword or keywords and the Search Engine will return a list of pages that have matches for your search criteria. One of the longest running and more well known search engines is Yahoo, and it's extremely easy to operate. If, for example, you were interested in pages concerning Seaquest then you'd simply type the word "Seaquest" into Yahoo's keyword box, and click on "Search". The address you need to get started is: http://www.yahoo.com

are some links to pages that deal with the original 60s show. The URL that you need is: http://www.mgmua.com/outerlimits

#### BLAHE'S 7

Blake's 7 is often described as a "Classic" BBS sci-fi series, but in my opinion this word gives the wrong idea. When I was younger I watched the thing as avidly as the next sci-fi fan, and it still bears looking at now just to see how bad the acting and special effects were. But despite it's shortcomings, the series still has an odd appeal. Check out the unofficial homepage at: http://www.ee.surrey.ac.uk/Contrib/Sci-fi/Blakes/



2001 A Space Odyssey is arguably one of the all-time great science fiction films.

#### JURASSIC PARH

Nearly everyone must have seen this movie by now and we all should have a vague idea how some of the special effects were achieved. This site offers a wealth of information which should be of interest both to avid fans of the movie and to those who are generally interested in the technology of modern film making. As you'd expect from an official site run by NBC, the pages are very professional and, although graphics intensive, this site is great fun. Set your browser for:

http://www.nbc.com/entertainment/jurassic /jurassichome.html

#### SPACE PRECINCT

Space Precinct is a show you either love or hate. It's full of funny-looking aliens, stupid plot lines and terrible acting. Then again, that sounds like all of the sci-fi series that I like. If you're a fan of the show then you'll find some interesting and obscure facts about the stories and the making of the series at: http://www.neosoft.com/sbanks/sp/SpcPnct .html



The official Jurassic Park site gives loads of background information about the film

#### ALIEN NATION

This is another programme with it's own dedicated band of followers. If you're an avid fan then you may well know some of the information contained on the Web Pages, but there should still be some stuff here that you haven't heard before. If you're just a casual viewer then you will definitely find something of interest at: http://www.cms.dmu.ac.uk/~c2kd/tencton.html

#### BABYLON 5

This is a nicely produced site, which suffers from the usual drawbacks of such graphically oriented pages in that it incurs long download delays as you wait for your browser to retrieve and display the many graphic images. On the plus side, it's actually well worth the wait, as the site contains lots of information about the show. The URL that you need is:

http://www.bluemoon.net/~lev/home.html

#### STAR TREH VOYAGER

Whoever produced this site obviously loved the series because they've spent a huge amount of



If you're a diehard Blake's 7 fan (and there are a few) then you should definitely check out this site

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Win a 15" working model of the Star Trek USS Voyager

SFX - the science fiction mag have kindly donated the spaceship. Simply send a postcard with your name address and telephone number to:

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time setting up a professional-looking site. It's hugely graphics intensive and you'll need to have a lot of patience to get the most from it but if you're a fan of the show it will be worth the wait. The address is:

http://dspace.dial.pipex. com/town/square/el80

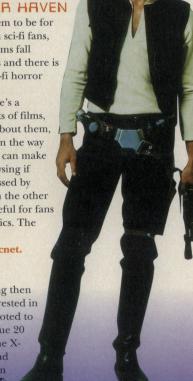
#### THE HORROR HAVEN

This site would seem to be for horror rather than sci-fi fans, but many of the films fall under both genres and there is a section about sci-fi horror

Although there's a comprehensive lists of films, and information about them, there's not much in the way of graphics, which can make pretty boring browsing if you're only impressed by flashy pictures. On the other hand the site is useful for fans of trivia and statistics. The URL is:

http://www.magicnet. net/~tkearns/ horror.html

If sci-fi is your thing then you might be interested in SFX - the mag devoted to science fiction. Issue 20 has features on The X-Files, Babylon 5 and Star Trek and it's in the shops now.



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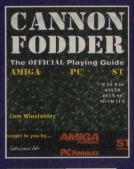
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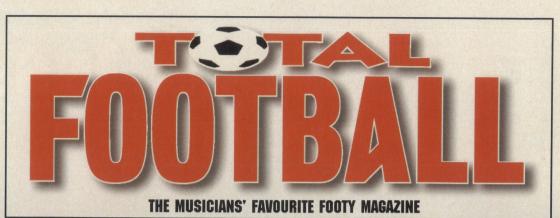
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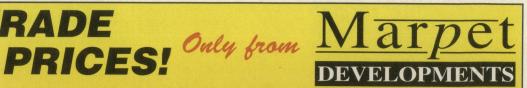


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## 5 CR = ATT

I think I must have upset the art people somehow, hence this picture (which I am sure they have evilly manipulated in some art package to make my gut look bigger). Still, it's all part of our new, friendly, people-oriented image.

And what could be more friendly than our tutorial section. Once again the foremost Amiga experts in the land have conspired to bring you the hints, tips and step by step instructions you need to get the most out of your Amiga. Paul Overaa is here to help all you ARexx programmers who can't see the trees for the wood, Mr Vost gets vocal about adding sound to your multimedia presentations and Graeme's building a whole spacecraft! As if that wasn't enough to **Nick Veitch** 

keep you occupied for a month, we've got the next part in our exclusive Alien Breed 3D II editor tutorial which explains how to join your vector objects together to form smooth animated baddies. John Kennedy has been having some infestation problems - there are bugs you don't want associated with a web browser but he's spent the month tidying up the things that have been driving him crackers (I knew I could get at least one

> Christmas reference in). Have a creative Christmas and see you in the New Year.

SEND IT

We need your input. Is there something that vou would like to see covered in one of the current tutorial series? Why

not send your suggestion to us at the magazine. Here are some things you might like to think about:

Commodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do?

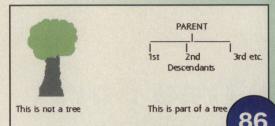
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### AREXX

**Recursive Tree Sorts may not** mean much to you at the moment but they certainly will after you've read **Paul Overaa's** comprehensive tutorial.

#### MULTIMEDIA

Ben Vost sounds out the best hardware and software to use for adding

audio interaction to your own multimedia presentations.



#### **AB3D II EDITOR**

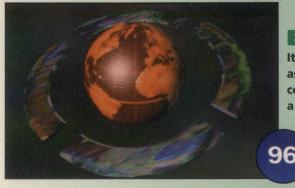
These feet were made for walking. Apparently. Last month you made loads of vector objects,

> and this month we show you how to animate them.

#### REAL 3D 2

**Graeme Sandiford** concentrates on texture mapping in this month's tutorial and uses several different options to create his very own Wipeout spacecraft.





#### BLITZ BASIC

It's the World Wide Web, but not as we know it. John Kennedy continues his mission to produce a usable, stable web browser in Blitz Basic, and on the way, explains system calls and SuperBitMaps.

# Advanced ARexx Coding

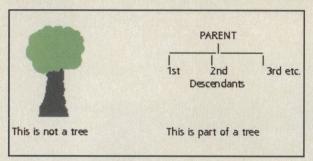
#### **Recursive Tree Sorts**

Paul Overaa tackles an area that has been known to strike terror into the heart of many a programmer...

Figure One:

We should all be

familiar with the



espite the fact that it is often used just for writing simple scripts and macros, ARexx is a language that, in many ways, is second to none. It has all the facilities expected of a modern day language supporting good flow control (including case style Select/When/Otherwise statements), and it allows the use of functions with local variables (using the Procedure keyword). The language also supports recursion, although chances are you will have found little evidence of this in the ARexx code normally seen. This two part tutorial should help set the record straight. I'm going to look not only at recursion but at an application of it that, hopefully, you'll find both interesting and useful.

The simple definition of a recursive routine is one that, in the course of its

execution, ends up calling itself. One example where recursion can be used is in generating factorial numbers. These are numbers formed by successively multiplying the series of numbers generated by subtracting one from the current number itself. Factorial 5 for example (written 5!) is equal to 5x4x3x2x1, ie 120, and a recursive script for producing these sort of numbers can be found in **Listing One**.

Each time the Factorial() function calls itself, it uses a number one less than the value supplied. Routines which make these types of recursive calls have to include some kind of termination condition, to prevent them getting into endless loops, and with the factorial example the function stops calling itself when given the value 1. There's nothing wrong with the example as such – it works, like all recursive routines it's elegant, and above all short enough to be understandable.

The only problem is that to all intents and purposes – it's useless. Other than a few gamblers or mathematicians (who use factorial numbers for chance calculations) the only time most people ever need a script to generate factorial numbers... is simply to illustrate recursion! We need an example that has some practical

everyday use and the topic I've chosen is "sorting". You might for example have a document containing a list of names and addresses that you want reorganised into postcode order, or names and telephone numbers that you'd like sorted into alphabetical order. You might even want to read a text file and, disregarding case, generate a separate file containing the individual words (again in alphabetical order) to help you generate an index.

There are a great many ways of sorting data but with ARexx the simple methods, such as the Bubble sort (which successively compares pairs of items and swaps them around if they are out of order), turn out to be far too slow. As it happens one of the best ways of sorting information is to use something called a recursive binary tree sort - although this method gets little exposure in most computing magazines. Why? Firstly because the method involves recursion, and secondly because it's often felt that tree data structures themselves are a little difficult to understand. In some ways they are but since in many cases their use can dramatically simplify programs, rather than complicate them, there's a lot to be gained from getting to grips with them.

## ways, is second acilities expected age supporting uding case style

#### **LISTING ONE**

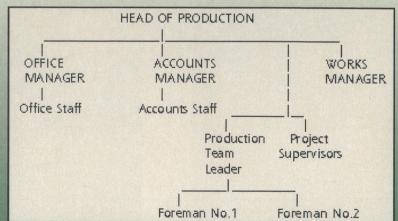
/\* factorial.rexx \*/
say 'Pick a number?'
pull x
f=Factorial(x)
say 'the factorial of' x 'is' f
exit

Factorial: Procedure arg n if n=1 then return(1) return Factorial(n-1)\*n

A script for generating factorial numbers

Figure Two:
A tree showing the relationship between company staff members.

B



#### **SORT TREES**

The secret of becoming tree-literate is simple - you need to understand the basic concepts before trying to understand specific ARexx routines, so this is exactly where we're going to start. Now all of you will know what a "family tree" looks like, and that by convention they are drawn upside down (parents shown above their descendants and so on). Figure One gives the general idea and also attempts to confuse gardeners...

With a family tree we are describing the relations between the parents, their children, the descendants of those

#### ...their use can dramatically simplify programs rather than complicate them...

children and so on. Another common non-computing example of a tree is the management organisation chart such as that shown in Figure Two. Again the purpose is to show relations, this time between the various jobs or orders of responsibility within a company...

Key facts? Well, firstly, each item on the chart is related to only one item above it. We say that each item has only one parent, ie Foreman No.1 is responsible only to the Production Team Leader. Similarly the Production Team Leader is only responsible to the Works Manager. But there's no such restriction on the number of descendants that an item may have the Production Team Leader for example has many Foremen who report directly to him.

In general then, for a structure to be classed as a tree, each item must have only one Parent but may have none, one, or many descendants. The only exception to this is the very first item in the tree, this will have descendants but no parent. This first item is given a special name... the "root" of the Tree

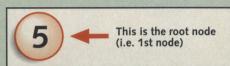
Now If all this terminology sounds familiar there's good reason - the AmigaDOS filing system is organised as a tree structure but before we start considering how tree structures are used in a computing sense we need to mention two last pieces of terminology. Firstly, each item in a tree is called a "node" so the first item for instance would usually be called the Root Node.

Secondly, if you pick a node on a tree and regard that as the root of a separate smaller tree then that small tree is known as the subtree related to

#### **BINARY TREES**

If you restrict the maximum number of descendants that a particular node may have to two, you produce a structure called a "Binary Tree". The beauty of these is that you can, by building them according to chosen rules, cause the tree to effectively impose an order on the items placed on the tree. Let's for example take the list of numbers 5, 3, 1, 6 and 4 and place them onto a tree using the following rules: If the number being added is "less than or equal to the value of the node being examined" then move to the left descendant. If the number being added is "greater than the value of the node being examined" then move to the right descendant. As soon as a node is found where no suitable descendant exists then that's where the new number will be stored!

The first step for tree creation is easy. We just draw a root node like this...

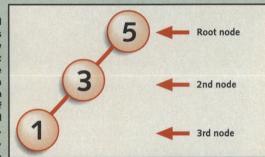


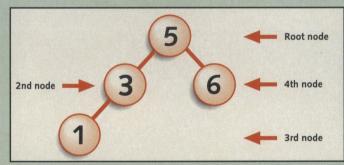
Root node 2nd node has been drawn as the left descendant

The next number in the list is 3 and, since our tree has only one item on it (and therefore has no descendants) we simply ask "is 3 less than or equal to 5" It is, so 3 gets drawn as the left

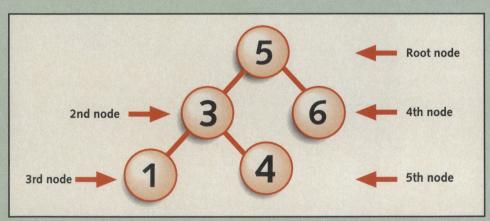
descendant of the root node...

The third item in the list is the number 1 and to place this in its correct position here's what we do: First, the value of the new entry is compared with the value of the root node. Since 1 is less than 5 (the root) we look at the left descendant of the root which in this case is the number 3 the second item that we added to the tree. Since the value of the new entry is less than or equal to 3, and this node doesn't have a left descendant. this is where our latest entry, the number 1, will be stored...





Easy isn't it. And to add the fourth item in the list (the number 6) we follow exactly the same rules as before. In this case the number 6 is greater than that of the root and, since there's no right descendant present, we proceed by creating one like this...



To place the last item in our list onto our tree we compare it's value (4) to the value of the first node in the tree. Since 4 is less than 5 we then move to the left descendant of the root (which has a value of 3) and ask "is 4 less than or equal to 3?" Obviously not and, seeing that there is no right descendant of this node, we complete the tree by storing that last item as that right descendant...

And that's it - we've just created a sort tree.

Next Month: We'll be drawing some more sort trees and looking at some example ARexx code...

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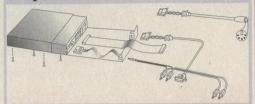


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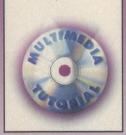
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## It's Bath Time

No multimedia presentation is complete without sound.

Ben Vost guides you through the software and hardware available for making music on your Amiga.

#### **SOUND SOFTWARE**

#### **SOUNDPRO**

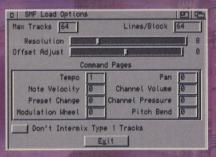
HiSoft 01525 718181 £tba

This is a bit of a sneak preview really. The software hasn't quite been finished yet, although it may well be by the time you read this. It's a full-on sampling package that doesn't use some non-standard interface – everything is GadTools-based, and it has some really stunning editing tools. Stay tuned for more news about this great sounding piece of software.

#### **OCTAMED SOUNDSTUDIO**

RBF Software 169 Dale Valley Rd, Hollybrook, Southampton, SO16 6QX Prices vary

The Amiga musician's tool, *Soundstudio* also comes with a decent sample editing tool which supports quite a few different sound samplers, including 16-bit ones. Obviously it's also a cracking sound tracker program to boot.



Soundstudio will happily deal with MIDI files and it makes a good, although minimalist,

sequencer.

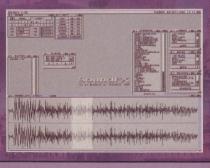
ON THIS

MONTH'S CD

#### **SFX AMINET MUS/EDIT/**

This shareware program does for sound samples what ADPro did for different graphics formats. It can handle almost any known file format and export them back out. It also has a wide range of tools that can be applied to the sound once it has been loaded. An excellent piece of software and nearly free to boot.

AFCD8: serious/shareware/music/directory



SFX is probably the most complete sample editor yet seen on the Amiga.

	CONTENTS
Chapter 1:	Intro. First steps and sorting out the graphics
Chapter 2:	Graphical glory – More on the visual aspects
Chapter 3:	Moving pictures - Animation and video
Chapter 4:	Sounds great – Using sound
citabrei -ii	
Chapter 5:	SFX – Sprucing up with digital video effects

Sound plays a very important, if somewhat subliminal, part in all our lives. A horror film becomes laughable without the tension-making strains of the violin, incongruous music can ruin a serious moment in a drama, and what would our lives be without our choice in music?

When it comes to synchronising sounds with pictures or animations, the Amiga has no peer. Even stacked PC systems start to choke a bit on a simple Scala slide show when combined with music or sound samples. But a pretty standard 030-based A1200 can

cope with that kind of thing as easily as it does with loading Ed. This multimedia prowess means that your presentation can be an aural extravaganza, but be careful to note when to add sound and when not to.

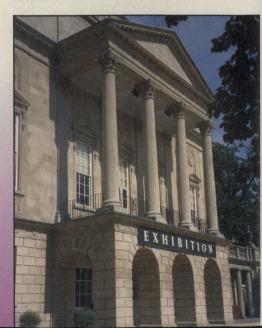
One of the most important times to have sound, and something that a lot of "multimedia" CDs neglect, is in the area of feedback. Especially when you are dealing with graphical buttons that don't change colour or shape, a sound telling you that you have clicked is of paramount importance.

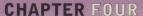
These sounds don't have to be (indeed, almost certainly shouldn't be) little tunes. They should just be simple

Your presentation can be as majestic as the exhibition in this hall - with a little effort.

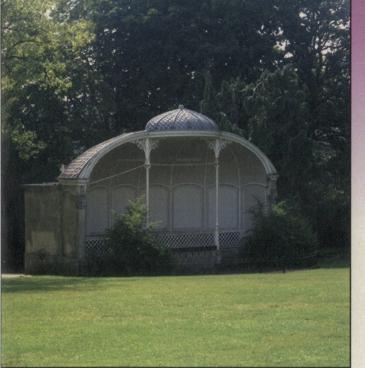
clicks, the kind you could make just by fiddling with a waveform generator for a bit. If the button happens to represent something musical, for instance you are clicking on a guitar, then perhaps a strum sound would be appropriate, but other than that don't overwhelm your user. Leave the music subtle and you'll find it actually has a greater effect and is less likely to be "tuned out"

If you want to synchronise sounds with animations or video footage, that's a little harder on the Amiga. You can use a product like VLab Motion and Toccata to capture your footage and then save it back out as frames and a









sound sample. You can then convert that into CDXL format (with difficulty as shown in last month's installment), but unless the package you are using supports CDXL this method isn't going to work. If you're really clever, you might be able to create an MPEG file with sound, but that's even harder work than converting into CDXL, and although packages like ImageVision and Scala support MPEG, they tend only to do so through a supported bit of playback hardware. Rightly so, since it is very difficult to get anything that looks even slightly nice if it has to be decoded through software on the Amiga.

#### **SOUNDTRACKS**

What about soundtracks though? How about a nice bit of .mod music playing in the background as you browse through the presentation. Well, yes, you can do this. Most multimedia packages like Scala and ImageVision support this kind of playback and even if they don't,

**DELFINA DSP** 

Blittersoft 01908 261466 I personally don't know that much about this card, but I've been told it is very good, if slightly underdeveloped. People in the know reckon that the next revision of this software from Blittersoft will see this DSP-based card taking the lead in Amiga sampling power.

#### TOCCATA White Knight Technology 01920 822321

Like the now unavailable AD516 card, the Toccata is a Zorro II/III card that supports multiple 16-bit samples. Although the software to control it is a bit complex, like most MacroSystem products, the power behind it is undeniable With top quality sound at CD rates, this is probably the best sampler on the market.

**Bath's Royal Victoria** Park has a bandstand that is usually filled with musicians all playing furiously on a Sunday morning - a great opportunity for a musical interlude in our presentation.

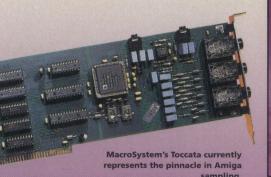
it's a relatively easy process to load up a module player and then load your presentation. But you will need to watch out for one thing. Copyright theft. If you are creating your own original music then you are in the best position, but check the source of your samples all the same. If you are using tunes provided by someone else, make sure that you have their permission first and also ask them where they got their samples from. After all you don't want to be sued now do you? Unfortunately, the lure of that funky drummer sample or that little bit of Underworld means that we won't be putting any more reader MODs on the CD. The owners of the copyright wouldn't want to sue little old you in your bedroom when there's a profitable magazine publishing house that could afford substantial damages.

#### **BE CAREFUL**

So use .mods by all means, but be very careful about them. It's no use just saying, "oh no-one will notice", because they do. On that salutary note, it is worth mentioning at this point that the big music companies are trying to develop and implement a "digital fingerprinting" system for their music. It is supposed to be able to identify a copyrighted sample even if it is distorted, but personally, I don't see that it can work if you used a rubbish 8-bit sampler to pull the sounds off a disc and then manipulated it further in SFX or something. But that doesn't mean you should do it, right!

That really concludes our look at using sound within your presentation. There are further issues that will need to be examined but they really depend highly on what package you use to compile your presentation, so we'll wait until another chapter to deal with them.

Next month we will be looking at special effects and how you can incorporate little features like wipes into your presentation.



#### HANDY HARDWARE

Sound samplers are looking a bit thin on the ground these days. There used to be quite a wide range of kit available across the price range, from Datel's little 8-bit job, through to the mid-range Perfect Sound III and the high-end 8-bit Audio Engineer. Top of the range, though, was AD516 16-bit sampler from Sunrize. We have one in the office and they are like gold dust because they are so rare now. Out of the ones that are still available, you can choose between:

#### **TECHNOSOUND TURBO PRO** Amiga Format offers £24.99

These are running out fast (I don't even know whether there'll be any left by the time you read this), but it's a good quality cheap 8-bit sound sampler. It has some great real-time effects which, while no good for us, can give you hours of pleasure talking like a dalek to your mum.



#### HiSoft 01525 718181 £99.95

Aura is a pseudo 16-bit sampler that plugs into the PCMCIA port on an A1200 or 600. It's a pseudo 16-bit sampler because if you sample using it, it can only achieve 12-bit accuracy, but if you load 16-bit samples it will deal with them internally in 16-bit, but play them back at 12-bit quality. Saving them out won't result in a loss of quality. Aura can sample and playback to and from a hard drive so there is no limit on the length of the sample you can hold, edit and playback.

#### MEGALOSOUND HiSoft 01525 718181 £34.95

This is a descendant of the original stereo sound sampler - StereoMaster. If you are familiar with that product, you'll find no surprises here other than added features to the software. It's an 8-bit sound sampler ideal for creating standard IFF 8SVX sound



# Allen Braed 3D THE KILLING GROUNDS

Your monsters won't be very menacing unless they can move around. This month **Andy Clitheroe** guides you through animating a leg.

#### RESTRICTIONS ON OBJECT DESIGN IN THE ANIM EDITOR

Unfortunately you can have no more than 21 objects in any one project. Theoretically, you could have 32, but some of the machine code was hard-wired with the value 21, and some b\*\*\*\*\*\* infected my computer with a virus that

formatted my hard drive and I forgot to back up the machine code bits. I could still make it 32 objects, but that would involve rewriting the horrible routines used in the core of the program, sorry.

#### Part II - The AnimEditor

To see the vector object you designed in last month's tutorial in the game, you first have to load it into the animation editor and convert it into the correct format for the game.

Double click on the AnimEditor icon and wait for the program to load. The main editor screen looks and operates in a very similar manner to that of the object editor.

To load in your cube, or any other object, either press 'I' or select 'load object' from the project menu. Select the object you wish to load, and it will be loaded and displayed on the screen. To write this file out in the format that is required by *TKG* press 'w' or select 'write incbin' from the project menu.

(The name write incbin is left over from the very beginning of *Alien Breed 3D* when the vector objects were an included binary file – needless to say the files are now loaded in).

When you press 'w' you will be presented with a file requester in which you should specify the name of a file for this binary file. You will be asked if you wish repeated and unused points to be removed. Removing points means faster rendering times in the game but you can lose sharp edges between objects that

have adjoining Gouraud shaded polygons, and the points are only checked for collision in the current frame, so if two points are in the same place in the current frame of an animation but not in others, they may be removed, causing the object to bend and stretch.

If you decide to remove the extra points, the project must be saved, so that it can be restored afterwards. Enter a name for the project and it will be saved. Note that a project actually consists of a directory of the name you specify, containing a file 'project', containing information about the project itself. When saving for the first time, you'll be asked if you wish to move the objects in the project into this new directory, this is advisable, otherwise your hard-drive will quickly become cluttered.

#### Part III - Animating a Leg

I have designed three simple components of a leg, saved as:

UpperLeg.obj LowerLeg.obj Foot.obj

Load these three objects into the AnimEditor and I'll take you through the simple steps involved in animating it.

To start with, the view looks a little cluttered, this is because the three objects have been loaded on top of one another. Select the lower leg, either by clicking near it with the right mouse button, or by using 'n' and 'p' (next & previous) to cycle through the objects. If you're not sure which object you have selected, press 'i' for additional information.

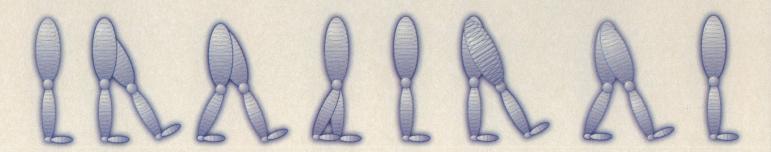
Using the view in the lower right window (side view) move the lower leg up and to the right of the foot, out of the way, by holding down the left mouse button over the lower right window and moving the mouse. Now do the same with the upper leg, moving it above and to the right. That should clear things up.

Rotate the perspective view through 90 degrees by holding down the left mouse button and moving the mouse so that the view is similar to the one directly below it.

Press the '=' key to zoom in a little, and use the cursor keys while the mouse pointer is over the bottom right window to centre the view again

Now that we have our three leg parts, we want to attach them together at the knee and ankle. Press 'c' or select 'connect objects' from the menu to change to that mode. When two objects are connected, the child's axis is placed at the same coords as a specified point relative to the parent.

This point must be a point defined in the object editor, although it need not be used in any polygons. Such points are removed if the option is requested when writing out the file for *TKG*.



Select the foot object (the child) by clicking the right mouse button near it's centre. The foot wants to be joined to the left-most ankle point of the lower leg in the front view (lower left window). This is done by clicking on it with the left mouse button. If you want to use the perspective window, you can. Using the right mouse button to rotate the view will reveal all the points available for connection.

When you connect the objects together, the child will move to it's joined position with it's parent. If you connect the foot to the wrong place, you can disconnect the object again by pressing 'd' while it is still selected, then try again. Now select the lower leg and connect it to the left-most point at the bottom of the upper leg. This forms the knee and completes the leg.

Change to 'move object' mode by pressing 'm' or selecting the option from the mode menu. Now select the upper leg by clicking the right mouse button near its centre. If you have a faster computer (a bit of fast RAM will do) you can select the 'Update is Quick' option from the 'view' menu - it should change to 'Update is Informative'. You can do this on a slower A1200 as well, but the speed the screen updates will be reduced. Move the upper leg by moving the mouse whilst holding down the left mouse button until the foot stands on the floor (the orange axis), if you are using the 'Update is Informative' mode, the whole leg will move (because the lower leg and foot are children of the upper leg), if you are using the 'Update is Quick' mode, only the upper leg will move, with the lower leg and foot positions being updated when you release the mouse button. Note that you can move the axes around using the cursor keys so that you can see the whole leg.

We are now ready to animate the leg. First we need some more animation frames. Press 'f' or select 'set number of frames' from the animation menu. Type in 21 as the new number of frames. Frames added in this way are always added to the end of the animation and are exact copies of the previous last frame. If you type in a number that is less than the current number of frames, the frames will be deleted from the end of the current animation.

For a simple walk, all we need is four 'key frames', the rest of the frames can be generated by morphing or 'tweening' between these frames. We have the first frame already with the leg straight and the foot directly

below us on the floor. We also need a frame with the leg stretched out in front, one stretched out behind, and one directly underneath us, but with the leg bent and the foot off the floor.

Go to frame 5 either by pressing 'g' or by selecting 'Goto frame...' from the anim menu, and typing 5. This frame can be the 'leg stretched out behind'. Change to 'rotate object' mode by pressing 'r' or selecting 'rotate object' from the mode menu.

Select the upper leg by clicking the right mouse button near the middle of it, then with the mouse over the lower right window, hold down the left mouse button to rotate the leg to about 30 degrees behind, select the lower leg and bend it slightly as well so the leg isn't quite straight.

Go to frame 10 using the same method as before. This frame will be the one with the leg directly beneath the body, but bent. Select the upper leg, and rotate it forwards a little, then select the lower leg and rotate it backwards. You should notice at this point that the lower leg no longer rotates along with the upper leg, instead it stays vertical, this is because the rotation of objects is only linked if, at the time of connection, the axes pointed in the same direction, and the child object has not been rotated independently. Once you have rotated both leg objects, rotate the foot so the sole points backwards slightly.

Go to frame 15 using the method as before. This will be the frame with the leg stretched out in front. Rotate the upper leg to about 30 degrees in front, rotate the lower leg so it appears straight again. Rotate the foot so that the sole is perpendicular to the rest of the leg. We want the foot to be on the floor in both frames 5 and 15. Select the upper leg and change to 'move object' mode (press 'm' or select it from the mode menu). Now move the leg down slightly until the foot touches the floor. Go to frame 5 and do the same.

All that remains is to create the in between frames. We have to morph between frames 1 and 5, then frames 5 and 10, then frames 10 and 15, then frames 15 and 1. Note however, that it is not possible to



morph between frames 15 and 1, this is why 21 frames were created instead of 20. We simply morph between frames 15 and 21 (which is the same as frame 1) and then delete frame 21.

Morphing is achieved by pressing 't' (for tween) or by selecting 'Object Tweening' from the animation menu. You will be asked which objects you wish to tween, all of them (press 'a') or just the selected ones (press 's'). We want to tween them all, so press 'a'. Next you will be asked for the start and end tweening frames. Type 1 (then press return) then type 5 (and press return). You can also set acceleration and deceleration frames, useful for really smooth animations, but not required here, enter zero in both these requests. The first 5 frames have just been tweened. Repeat this for the other 3 ranges given above.

Finally, we want to delete the last frame. Press 'f' or select 'Set number of Frames' from the animation menu. Type in 20 and press return. As you will be destroying a frame, you will be asked to confirm your request by pressing 'y'. The animation is complete. Press 'a' to view the animation. You have successfully completed your first animation. Okay, so it's not very complex, and it looks a bit silly with only one leg, but it's a start.

I've covered most of the basics in the editors, there are others, all of which are fairly obvious or simple to understand, and all of which are documented in the on-line help, available by pressing the 'help' key.

#### **CREDITS**

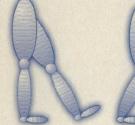
- Program design & coding
- Object Design
- Alien Design
- TexturesMusic
- Switch Design

Charles Blessing Charles Blessing Micheal Green Micheal Green Ben Chanter

Andy Clitheroe

#### DISCLAIMER

Before anybody starts complaining, this is not a fully featured rendering package, nor even a partly featured object designer package, you're getting it FREE with TKG, it may blow up occasionally, it probably has a few unfixed bugs, but don't blame me, I won't be held responsible if you loose a few hours work, because I did and I don't have anyone to complain to.















## Real 3D Version 2

After hours glued to his computer screen playing Wipeout,

Graeme Sandiford decides to create his very own racing spacecraft.

#### WIPEOUT

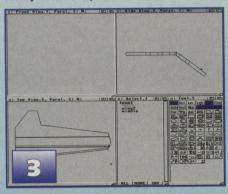
his month's tutorial is inspired by a recent video game release (the new version of *Wipeout*) and is a good allround exercise and tour of *Real 3D2*'s features. The modelling side of things is pretty straightforward and, by now, you should have enough experience to manage it by yourself.

The focus this month is really on texture mapping and we will be using several types and options. We'll be applying a basic colour map, a bump map and several small colour maps (also called decaling). The decaling we will be doing uses the transparency and scope masking abilities of *Real 3D* to allow textures in the same level to show through. The Exclusive option will stop the program from trying to average out the maps as it does by default.

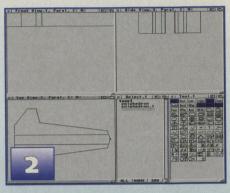
The power of the bump maps is determined by using the Bump Height slider. The most important thing to remember is that textures are automatically applied to all the objects in the level that they are placed. This means you may need to create new levels for objects and their textures. In some areas the instructions are slightly ambiguous, this is deliberate – use your creativity to make your model unique!



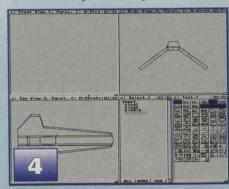
Open a standard tri-view environment and select the Polyhedron Visible tool. Draw a wing shape as in the picture – left-click to define a point and rightclick when you're finished. Select the menu Modify/Structure/Duplicate.



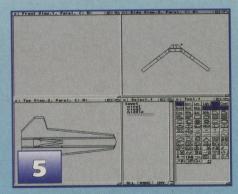
Your wings will probably be too thick, so select all the objects and Stretch them until they are the right thickness. Select the Rotate tool and draw a line along the top of one of the wings in the side view and rotate it as shown.



Give them suitable names and select the menu Modify/Linear/Mirror and draw a horizontal line above the wing and left-click twice. Draw another Polyhedron between these two using the drag-box to make sure they fit seamlessly.



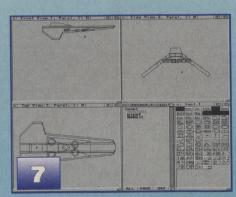
Do the same with the other wing and make sure there are no gaps between. Now for the cockpit. Select the Cutpyramid visible and go to the topview. Draw an oblong towards the rear of the craft and another inside of it when prompted.



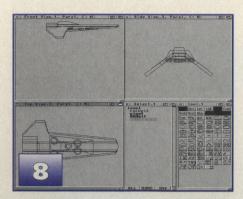
The second oblong should be positioned toward the back of the first. Stretch the cockpit until you're happy with the proportions and then name it. If you want that streamlined look try using the Cutpolymid and make the front narrower.



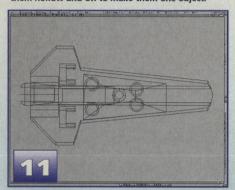
To make the craft more solid, and enable it to float of course, add an anti-gravity unit. Start by drawing a Cutpolymid in the top-view in the middle of the craft. Make sure that the top part is no wider than the middle strip.



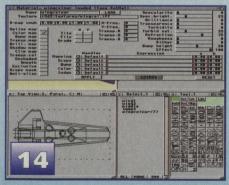
If part of the ag unit is showing from the frontview then resize and stretch until you're happy. Make it a dark colour and then select your wings and the middle strip and select the menu Create/Boolean/Or to create a single object.



To add some more detail to our ag unit draw some Cylinders and Cut ellipses that protrude a little from the bottom of the unit – use Cylinders inside of Cylinders with the Boolean AND NOT to make them hollow and OR to make them one object.



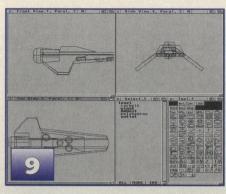
Create a Cylinder and place it inside the outlet and use AND NOT to make it hollow. Draw a basic Polyhedron or even a Cube on each wing and make the front-facing end hollow using a cube and the AND NOT trick – voila air brakes.



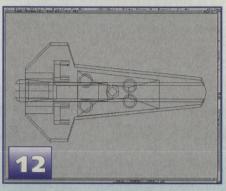
Pick up the image (against a black background) as a brush and save it. Go back to Real 3D and press <right-Amiga><m> and load in your texture. Check the Colour Map button is on, enter a name and click on apply. Close the window.



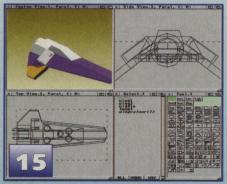
Before you quit, draw some decorations on a black background and save them as separate brushes. Go back to Real 3D and bring up the Material editor, create a material with your bump map, changing the type from colour to bump.



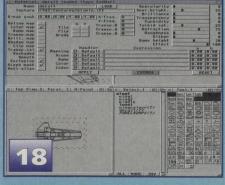
Now for the engine. This sounds dangerous, but create a simple block behind the cockpit – for the main part of the engines. Use a Polyhedron for this. Don't make it too big and make it flush with the rear of the craft – anything else should be ok.



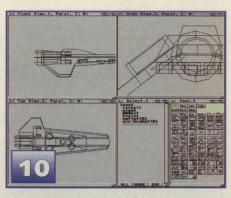
This sounds a strange thing to do, but open up the top-view really big and go to the menu Project/Environment/Save Screen or use a screengrabber. Then load the image into your favourite paint package.



Make sure you're under the wing level. Select the menu Create/Mapping/Parallel then select the new material you created. Go to the top-view and draw a rectangle around the craft with a little to spare. Position the new mapping above the wings.



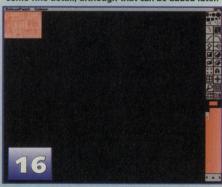
Create a new mapping and return to the Material editor. Create materials for each decoration image checking the following mapping types; Colour, Trans Col, Scope Mask and Exclusive. Apply these new mappings as you see fit.



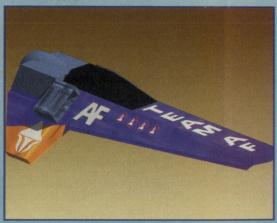
Now for the engine-outlet (exhaust thing). Use the Lathe tool to draw the pipe and make the end either flared or tapered – remember one right-click makes the next line you draw curved. If you like you can even make two smaller outlets instead.



Fill in the image of the craft with a solid colour – whatever takes your fancy but bright primary colours tend to work best. Add some more large areas of colour for some variety and if you like some fine detail, although that can be added later.

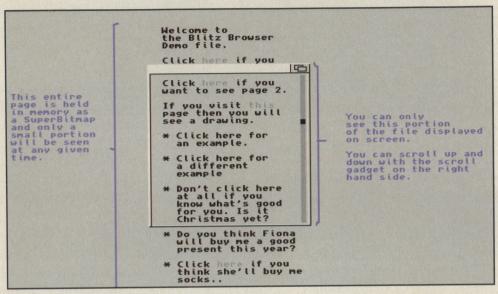


For a little extra detail, let's add some panels or hullplates to our craft. To do this we need to create some bump maps – just draw the panels in a paint package or image processor using shades of red rather than a greyscale.



## Blitz Tutorial

Several things have been bugging **John Kennedy** this month. Join him as he tidies up his Blitz browser.



he last month has been spent tidying the Blitz browser, fixing a few bugs and generally trying to polish the program. I've also resorted to at least one direct call to the Amiga's operating system library – a technique which can be very useful to know.

First things first, and the slight flicker in the vertical scrolling gadget has been driving me nuts. The problem is that updating the main display causes the screen to be erased and the gadget redrawn. The Amiga can refresh gadgets quickly, but there is still an annoying flicker.

If you remember, our screen display is actually a window on a larger SuperBitMap. Whenever the scroll gadget is used, the entire contents of the window are redrawn, and this leads to the flicker. I tried various ways of getting around this problem: using slightly different gadget flags didn't help. I also experimented with opening two windows: one for the text, one for the scrolling gadget. This didn't work very well either, as only one window can be active at once and this can lead to confusion.

For example, if you have just clicked on the scrolling gadget, you'll find the pull-down menus are no longer present until you click in the main window again. Bah...

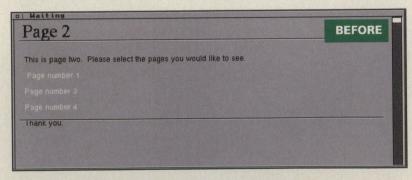
I tried using the VWait command to try and synchronise the screen update with the gadget refresh: it made no difference at all. Here's how our browser works: the entire document is stored in memory, but only a Window can be seen. Moving the Window up and down allows us to scroll up and down through the document. The solution was staring me in the face, and was actually very easy. The SuperBitMap I had defined was 640 pixels across: the same width as the normal display Window. The answer was to make this window less wide, say 600 pixels across. Now when the SuperBitMap window was redrawn, it wouldn't reach into the gadget strip down the right hand side.



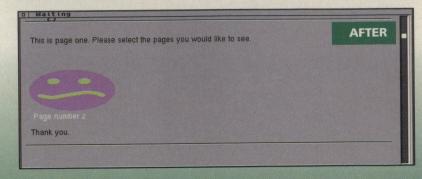
The result is a smoothly moving scroll bar. It's now also possible to add a little border around the scroll bar, which improves the whole appearance even more.

So, why did we have to resort to this kind of trickery when other programs can scroll their windows without problems? The reason is that we decided long ago in the design phase that we needed to render the HTML document in its entirety, before we could view it. We had no choice, given the nature of HTML.

By comparison, a program such as a text editor does not need to render the entire document prior to display. Instead it can scroll the screen by actually copying the contents up or down a few lines: and then adding the new text which is due to appear. It's a subtle but very, very important difference.



Notice how the scroll bar on the right hand side of the window now looks considerably smarter.



```
open display
  Define and open a Screen and Window
; Define a BitMap
BitMap 0,600,height+#screen_height,4
  The display is 4 deep, i.e. 16 colours!
  Define menus
  Define Gadgets
PropGadget 0,-14,2,128+2+1024,1,10,240
; Open a Special Window
Window 8,8,8,648,256,$20000|$20|$8|$400|$80|$1000,"SuperWindow",1,2,8,8
GadgetBorder 619,3,7,238
SetMenu 0
Set UProp 0,1,0,(10/height)
Redraw 0,1
Gosub prepare_fonts
WindowFont 0
Return
```

#### **SMOOTH SCROLLING**

That said, Listing One shows the Blitz Basic listing which I had to alter to make it all happen. The important differences are highlighted. Notice too how I had to add spaces after the Menu text. This helps to cure a "feature" of AmigaDOS menus which causes them to get confused, depending on the font used.

As the screen area for the scroll gadget isn't touched, it's possible to render the gadget border outline. However, it's also possible to add a few other items as well. For example, there is nothing to stop you adding buttons for quickly moving to the bottom and to the top of the file. Or buttons for stepping up and down through the document. All these gadgets are quite easy to add, and I'll leave it up to you to experiment.

#### WRAP IT UP

Another area of the program I wasn't keen on was the routine which calculated when the text should wrap, when it gets to the edge of the screen.

The program tried to guess how many pixels long a given string of text was going to be by calculating the number of letters and knowing the size of the font. This technique works, but it **Listing One: Decrease** the size of the window and redrawing won't reach into the gadget strip - problem solved!

Listing Two: Again the

important changes here

have been highlighted.

This new code should

tidy things up.

leads to complications when different fonts are used in the same string. It's also confused by italics and bold text, and heck, it was downright ropey.

I had originally planned to use a function I had called from my original browser written in C. The operating system routine "TextLength" could be given a string and it would return the size in pixels: exactly what I had been looking for. Sadly however, Blitz doesn't have a version of that command.

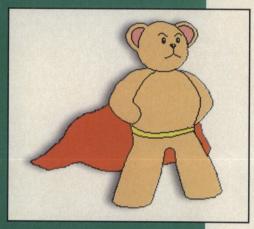
The good news is that Blitz does have a way of calling these operating system routines. You don't even need any special code: simply use the OS

routine with an underscore after its name. There are a list of the routines in the Help file, in the back of the Blitz manual and in the official Rom Kernal manuals and Developers' CD-ROM. Listing Two shows the new and improved code segment which does it all.

This short routine could be used to tidy up the listing quite considerably, and again, that's something that I'll leave you to experiment with. 1

#### IS IT A BIRD?

Blitz is a package which is still undergoing a lot of development. In fact a new package has just been released: the Blitz Support Suite. This is a collection of very useful add-ons for Blitz, programmed by Leading Edge/Red when Excited, and it includes such wondrous things as SuperTed - an improved text editor. You'll also find a new debugger, and a comprehensive new library which includes ARexx support, and a full datatype interface. More details next month, but in the meantime visit the web support site at: http://www.ldngedge.demon.co.uk/ index.html



By the way, if you are still using Ted v2.1, you should know that v2.2 is freely available on the Internet. You can download it from the Aminet, and I'll also make sure that it (and this month's source code) is available at the Amiga Format FTP site. Sorry about the lack of my Web site this month: it's temporarily vanished.



```
.process_text
chunk$=chunk$+l$
                                                 (chunk$))
offset+length)>(#limitx-60) RND ($=" "))
                      +Str$(ypos)
Gosub line_break
chunk$=""e_break
Return
```

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Amstrad PCW9512 M/Strike	2.60	2.45	2.25	2.05	Star LC10/20/100	2.29	2.14	1.94	1.84
Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35	Star LC200	3.00	2.85	2.65	2.45
Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50	2.30	Star LC24 - 10/20/200	2.86	2.71	2.51	2.31
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NEC Pinwriter P2200/P2+	3.03	2.88	2.68	2.48	Star LC200	9.78	9.63	9.43	9.03
Oki ML182/183/192/193/195	3.17	3.02	2.82	2.62	Star LC24 - 10/20/200	9.63	9.48	9.28	8.88
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#### THE MORE THE MERRIER

Firstly, I'd like to tell you that I agree with Grant Sutcliffe's views in your September issue but there are a few things I would like to add.

To make the Amiga popular again, Viscorp need to develop two new computers instead of just one. Why? you ask. Well look back at the Amigas once successful past.

When Commodore brought out the A1200 they also brought out the A600

The development of a more powerful replacement to the A1200 would mean a strong competitor in the PC market...

to compete with the games console. It would be a good idea to do the same thing again. The second new computer would be like a CD32 with a keyboard, a faster processor - 030 as standard - and more new stuff.

The machine could retail at around £300 and should do well over Christmas. The first newly designed computer would sell for around £550, hopefully at the same time. The two computers do not only compete with the console and the PC market, but give people who can't afford a big box computer the next best thing.

Not many kids have more than £500 spent on them at Christmas - the A500 /A600/A1200's were aimed at all ages.

> Alex Booth Castleford



...while a cheaper A600 type machine for kids would give the console market some stick.

Certainly a cheap, powerful machine aimed at the home market couldn't really fail. It only requires someone to make the investment and make sure that people are aware of the machine, and can buy it somewhere.

#### **GOOD GOTT!**

Today the new edition (issue 89) of your magazine arrived and though I haven't read all of the articles yet, it looks like a pretty good package. Much like the last one I must add, which I also enjoyed reading.

When I read through the letters, I get the impression a lot of people enjoy the magazine. Then why, I ask myself, has the circulation dropped since 1992? Could it be that only a few months later Commodore's problems started? Problems which haven't really been solved up to the present day!

It's just the same today. Who can blame people going to the shops wanting to buy their first computer and coming home with a PC. The Amiga sadly isn't really an option with such an unsecured future.

Let's just hope Viscorp have learnt a lesson from the mistakes other companies (Commodore, Escom) have made in the past and that they can get the Amiga back into a position worthy of its features. I'm sure you at AF will be covering Viscorp's progress.









Richard has used a combination of Cinema 4D, Photogenics and Vista Pro to put together this evocative image, whose message is that the Earth is worth more than money.





In the meantime, those of us who have been faithful to the Amiga should continue to do so. And there still is quite a useful market for both Amiga hard and software if you look around.

Something else I noticed is your venture into the German language on the last page of the October issue of the magazine. Now I don't want to sound like a 'know-it-all' here, but in German there simply isn't a word like 'got'. If you are referring to god, that would be spelled 'Gott'. Well, I guess I'll just have to wait for the next issue and hope for clarification.

All in all, I can only say keep up the good work. There are still a lot of people supporting the Amiga and many of them read Amiga Format.

Congratulations also to Dale Bradford as he (nearly) always gets it right in his column.

> Steven Peskett, Germany

Well, AF will be here for as long as people want to read it. Yes, there are fewer Amiga users now than there were, and I suppose that's quite odd in a way - it isn't as if Commodore's and Escom's problems made everyone's Amigas stop working or anything. You can still do just about anything you ever wanted to on an A1200...

We hope you've enjoyed the last few issues. If you haven't then let us know

**Development of a** 64-bit RISC based

Amiga is more likely

rather than Viscorp.

to come from Phase 5,

### Bumper Christmas Giveaway

Arcane is the magazine devoted to role-playing. They've kindly given us £250 worth of gaming stuff so if you fancy a go then send a postcard with your name, address and telephone number to:

Amiga Format • Arcane Christmas Compo 29 Monmouth Street • Bath

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arcane

As for our German lapse... well, languages were never my strong point. At least we don't have to do a German language version every month - Gott sei Danke!

#### **WHAT EVER HAPPENED TO...**

What does the news of a 64-bit RISCbased Amiga that is Windows NT and DOS-compatible, and able to outperform a Pentium by five times sound like? Good?

Couple this with a new chipset that performs ten times better than AGA; a chipset with 3D image rendering built into the hardware; and there's more -

chip RAM to 18Mb, compressed video data formats, 16 and 24-bit colour modes eight voice stereo sound and 16bit PCM 100KHz sampling rate. All this and only, I quote, '12 months, or maybe less, away'. Does this sound like a dream come true? Well it did when I read it in AF53 (Dec 93).

Viscorp was stated as saying that a new Amiga is at least a year away in your October 96 issue - why? The technology is clearly there to make a new machine that will be the envy of the world. It has been there for over two years, yet nothing is being done to release a next generation Amiga. Surely all the R&D for this super Amiga has not been lost; I know the various companies that have owned the Amiga can be accused of foolhardiness, but surely not that much gross negligence.

Perhaps, though, Viscorp is right in not releasing such a machine; it would certainly stop a lot of executives at PC companies from jumping off the top of their nice, shiny office buildings.

Continued overleaf ⇒





#### **GOLDEN FLIGHT**

by Richard Baker

This is one of three rendered pictures that Richard sent us this month and it is particularly nice because of its subtle use of light.



#### LYCAMTHROPY

by Andy Watkinson

Andy was inspired by the film "Wolf" and used Photogenics to put together this collage using images from the Weird Science Multimedia Toolkit.



#### INHUMAN

by Matthew Laurenson

Matthew put this gruesome picture together using Personal Paint. He's looking for graphics work, so it you're interested you'll find contact details on the CD.

### Bumper Christmas Giveaway

Total Film - the new movie mag - has raided its store cupboard and dug out seven Carry On books for us to give away. The books continue the hilarious antics of the famous films and if you'd like to win one then send a postcard to:

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← Anyway, the price of a RISC based Amiga would certainly be out of the reach of many of the people who originally bought their Amiga as a budget machine.

It would however seem sensible to release a new machine to keep the market alive - I think an '040 with CD-ROM, 4Mb, hard drive and a modem would go down well with the buying public and still be able to beat a PC in the price stakes - if done properly. Or am I the one being foolish?

> M. Daniel Peterborough

Thanks for your comments. As you should be aware, if you are a regular reader, the first RISC based Amiga will almost certainly come from Phase 5 (see news, AF90).

Of course, when AF said that there would be a RISC based machine in under 12 months, we were (and I had only just joined AF then, cor, doesn't time fly) merely relaying information which Commodore had told us.

Obviously, in the meantime, a lot of things have happened. The main difficulty would be porting the operating system, and I believe that Amiga Technologies have made some inroads into this, but as Viscorp don't have any immediate plans for a RISC machine, I expect this isn't their highest priority.

#### THE GAME REMAINS THE SAME...

I read an interview in Future Music magazine with music maestro Black Dog (Issue 46), who has released a few music tracks in the charts and amongst the plethora of keyboards he has, he uses an A1200 Amiga running Dr. T's KCS v2.3 for midi sequencing!!! So there is still hope for Amiga musicians with a MIDI set-up and a lot of patience!

I would also like to say that seeing the screen shot of the Foundation Editor program (AF89 Coverdisk), made me a happy man because it looks exactly (pixel for pixel) like Settlers 2 and means that this game could be converted from the PC for the Amiga

The pre-preview shots of Foundation **Editor** certainly look

very promising. market. I played Settlers 2 in the Game store and I loved it!!!

> It is far superior to the first game, which still gives me (and my friends) hours of pleasure and the sequel instructs you on what to do, which means you don't have to read a chunky manual, like with the original game.

I think we should write to Blue Byte software individually, to pressure them into releasing the game. Maybe Amiga

Format could send a copy of the screen shot in AF89 to Blue Byte because I would definitely buy an A1200 if Settlers 2 was released!

Christopher Neil Deeside

Of course it would be possible to do an Amiga version. The only thing stopping games companies from doing so is that they don't reckon they could sell any...



### Letter of the Month

#### DISK DIAGNOSIS

Some months ago, you were giving advice on unarchiving

Coverdisks and the problems arising from this. While I agree with all the points you raised, the problem may persist.

Should this be the case, there is another ploy which relies on the fact that

the LZX system is much more robust than any possible flakey scripts. Flakeys are the worst possible errors to diagnose.

- 1. Insert Coverdisk (write protected).
- 2. Open the disk.
- 3. Select Show All.
- 4. Open C.
- 5. Move UnLZX to RAM:
- 6. Move required archive to RAM:
- 7. Remove Coverdisk.
- 8. Insert a newly formatted FFS disk in

(Or a DiskSpare disk which uses FFS format sectors).

- 9. Open RAM:
- 10. Select Show All.
- 11. Make it read "UnLZX x 'archivename' 'Drivename'.

13, When disk activity stops, rename the disk as required and remove from drive.

This method doesn't normally copy Disk.info files, but does give clean copies, a thing that your scripts seem unable to accomplish in any consistent form.

Perhaps there is some obscure bug in the scripts. I read them and didn't find anything, but that doesn't means there isn't an error.

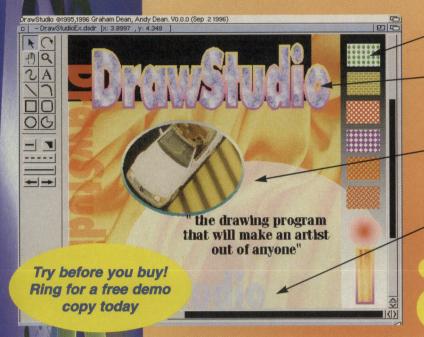
It may be that working directly from RAM: using Execute is what your scripts aspire to, but they seem to be falling down on the job for some configuration. Mine is an A500+ with 2Mb chip, fast, A570, MPS1550C & Viewtek mono monitor. Perhaps you may find others that cause problems. Could I suggest that these instructions be aired in the letter pages, and perhaps incorporated in the Coverdisks Extra page as a last resort?

John W Borland London

Many thanks for your suggestions. I will pass them on to Dave Taylor, who compiles the disks for us. As I'm sure you can imagine, making a script which works on all Amigas all of the time is a bit of a headache for the poor chap, and he can do with all the help he can get.



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DrawStudio will work on ECS, AGA and graphics card equipped Amigas. You can have multiple projects and cut and paste between the two. You even get a preview so you can see how a special effect will look before you apply it to an object. Arexx is also supported by DrawStudio making this a truly powerful package at a price you can afford.

Use DrawStudio to create graphics for your WEB pages, align text to a curve, add a line ending of your choice when creating diagrams, rotate bitmaps and convert structured objects to bitmaps. You can also warp, bulge, distort objects as well as work in layers and on multiple pages.

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elements with bitmaps, create transparent patterns, gradients and fills and then export the image into your favourite program. DrawStudio is compatible with most Amiga programs including Wordworth, Final



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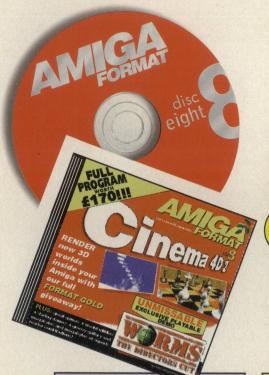


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Not content with giving you two fantastic Coverdisks, AFCD8 is packed full of games, demos and useful utilities.

#### IN THE

Code for Blitz and ARexx and the best of the current Atari ST emulators. Also in the emulators drawer, the latest version of ShapeShifter.

#### COVERDISKS

The contents of the Coverdisks are not replicated here (with the exception of one utility on AF92a) because the versions we have for the CD are bigger and better in all respects. You will find them in:

AFCD8:Look here 1st!.



#### PD SELECT

Just five demos in this month's selection mean that it won't take you long to get through them, but they have all won prizes at the various demo parties around the world.

#### **LOOK HERE 1ST!**

We've improved the boot process on CD32's this month and added our font prefs to the Start Me script. Have a look at the Submission\_advice if you're interested in sending us some of your work, and take a moment to reply to our AFCD Survey.

#### **HANDY TOOLS**

This drawer contains just some of the tools that make creating the CD just that bit easier. Things that come in handy include:

#### **MultiCX**

AFCD8:Look\_here\_1st!/Handy\_Tools/MultiCX/ The king of commodities, MultiCX is made easier to use if you install the accompanying MultiCXPrefs. MultiCX offers us a veritable smorgasbord of handy new features for

Workbench.

#### **PowerSnap**

AFCD8:Look\_here\_1st!/Handy\_Tools/PowerSnap/ This commodity is actually pretty old, but it has never been superceded. It allows you to copy text from places you wouldn't normally be able to, like DOpus's text viewer.

#### **SnoopDOS and ARTM**

AFCD8:Look\_here\_1st!/ Handy\_Tools/ SnoopDos/ AFCD8:Look\_here\_1st!/ Handy\_Tools/ ARTM/ These two tools help us when anything goes wrong (and it always does!). SnoopDOS shows you exactly what your machine is doing when it tries to load something and ARTM is great if a program on your machine crashes.



#### Swazinfo

AFCD8:Look\_here\_1st!/Handy\_Tools/Swazinfo/ SwazInfo is a replacement for Workbench's Information requester. It fully supports drag and drop and we use it to add icons to files, change their tooltypes and find out how big directories are. We wouldn't be without it.

#### SF ON THE WEB

We have the Amiga's three best-known browsers here. You can show the HTML pages in any of them but IBrowse displays it best. Both Voyager and IBrowse use MUI, but if you don't want to install it. you can view the pages in the new AWeb demo

#### **ANIMATION**

We've given Nick a break from having to create mammoth Lightwave renders this month by including some cracking fractal visuals courtesy of Mand2000. But be warned, they are mostly very big so they make quite some time to start playing.

#### READERSTUFF



Extract disks with ease thanks to this excellent contribution from Andrew King.

Over 30Mb of reader contributions this month means that there is plenty to keep you busy until AFCD9. Highlights include:

#### **Alien Fish Finger**

AFCD8:Reader Stuff/David Cruickshank/AlienFF David wins the reader prize for the best game this month. Alien Fish Finger is a platformbased shoot-em-up. Well done David!

#### **AFExtractor**

AFCD8:Reader\_Stuff/Andrew\_King/AFExtractor Andrew King wins the reader prize for the best serious utility on this month's disc for his

AFExtractor program is intended to help people extract the AF Coverdisks from the CD.

#### Worms levels

AFCD8:Reader Stuff/Chris Korhonen/ AFCD8:Reader Stuff/Key Watkins/ AFCD8:Reader\_Stuff/Cavina\_Marco/ AFCD8:ReaderStuff/Dockaych/ AFCD8:ReaderStuff/James\_Caygill/AF\_WORMS\_LE VELS #2/

AFCD8:ReaderStuff/Martyn\_Bampton/TWCustom

A wealth of new material for Worms this month. as you get your copies!

#### SERIOUSLY AMIGA

#### COMMERCIAL

In this drawer you will find the last patches to update PageStream all the way up to 3.2. You'll also find the websites for the companies on this month's CD web pages and some beta software from Amiga Technologies.

We have a great bundle of software for you in our shareware drawer this month. Highlights include:

#### **AmFTP**

AFCD8:seriously amiga/shareware/comms/Internet/Misc/AmFTP/ The Amiga's best FTP client gets updated to v1.65. New features include asynchronous connections and an improved user interface when downloading.

#### The Complete Term 4.7

AFCD8:seriously\_amiga/shareware/comms/Non\_internet/The\_ complete Term 4.7

Term, the comms package, supports every protocol under the sun and works well on any WB2 or above system.

AFCD8:seriously\_amiga/shareware/Hardware/ZJTools If you have a Zip or Jaz drive then ZJTools will come in very handy. It's a MUI application that allows you to password protect, format and mount your cartridges.

#### The Island of Dr. Moreau

AFCD8:seriously amiga/shareware/Misc/etext/Island\_of\_Dr.\_ Moreau

To celebrate the 100th anniversary of the publication of HG Wells' seminal science fiction novel we've included the e-text version for you to read over Christmas.

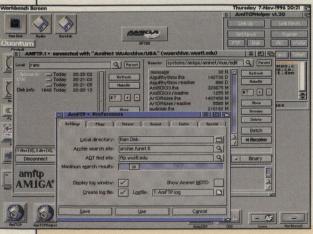
AFCD8:seriously\_amiga/shareware/Programming/AmigaE Everything you need to get started in E.

AFCD8:seriously\_amiga/shareware/Workbench/Director Something spooky for you this month. Director is an event recorder. It records mouse movements, keypresses and so on. You can then play these events back later making Director ideal for tutorials or presentations. It can even be used to freak out your friends as they watch your mouse move around the screen and words appearing in Shell windows without you touching the mouse or keyboard.

#### **Final Writer patch**

AFCD8:seriously\_amiga/shareware/Program\_Patches/fw5030

If have Final Writer 5 and an accelerator then this patch could speed up your copy by as much as 400% for things like font rendering and internal arithmetic.



Download your favourite pages with ease - using the updated version of the Amigas favourite FTP client.

#### **SCREENPLAY**

#### COMMERCIAL

Not a bad month for commercial game demos. We have Blobz, Kang Fu and a new game called Wendetta 2175.

#### **SHAREWARE**

We have quite a number of great games in this month's selection of shareware titles including:

#### Maniachall

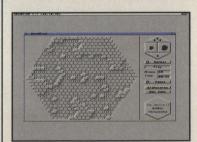
AFCD8:ScreenPlay/Shareware/ManiacBall/ One of the best Shareware games on this month's CD has to be ManiacBall. It's OS-friendly, works in low or Hi-Res and even on graphics cards. Plenty of multiball action makes for a great take on the Breakout theme.

#### **Slipstream**

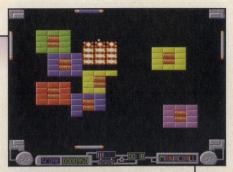
AFCD8:ScreenPlay/Shareware/slipstream/ The Amiga's first WipeOut clone hits our CD running. It's early days yet, but already SlipStream looks the part with smooth track scrolling and collision detection. There are versions for different speeds of machine so even if you only have an 020 you should be able to see it at a reasonable speed.



The rather excellent F1GPEd will help you get the best out of your racing.



Don't make a mistake or it could be the worse for you in Haxamine.



An OS friendly, from all sides at once Arkanoid clone for the nineties.

#### SuperBallz

AFCD8:ScreenPlay /Shareware/ SuperBallz/ Remember Marble Madness? If you do then you'll feel a glow of nostalgia as you struggle to control your ballbearing around the isometric levels.

We have hard drive installers for four games: ZeeWolf, Exile, SuperFrog and Pinball Fantasies, stuff for AB3D II includes a custom level, a patch to speed things up and a saved game editor. We also have a few things for players of CCGs and even some stuff to let you examine your PlayStation CDs in greater detail.

#### **CINEMA4D AND** WORMS DIRECTOR'S CUT

Check out pages 108-109 for Cinema 4D and 106-107 for our great exclusive demo of Worms.

#### **DISCLAIMER**

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Win one of 10 copies of Weird Science's new **Learning Curve CD. Send a postcard to:** Weird Science • AF Weird Science Draw 1 Rolandson Close • Leicester • LE4 2SE

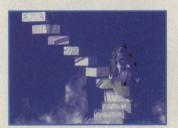
## VERDISKS

















Get rendering with the full version of this Format Gold winning graphics and animation package.

You've read all about Worms the Director's Cut now test the game. Here's our exclusive playable demo...



A new, cavern, level and a new slant on an old



Here's the second of the demo's scenes the graveyard.



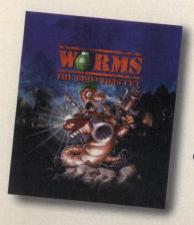
he first thing you're going to need to do is make sure you've got a couple of blank, floppies because the game needs to decompress itself before you can play it. Simply insert the Coverdisk and follow the onscreen instructions to decompress the demo.

Once you're ready to play you'll be presented with the game's main menu screen. The options that have brackets round them mean you can't access them in this demo (you can't name your worms for example) so click directly on Game Start.

From here you'll have the option to play either the League (a series of matches) or a Friendly (a one-off contest). Whichever one you select you'll be presented with a list of worm teams. The teams with a bar to the right of them are computer controlled, so even if you're playing solo you'll be able to enjoy the demo.

When you're ready to start playing, simply press the function keys to select your weapon, take note of the wind direction and go kick worm bottom! Last worm alive wins! It's as simple as that.

Obviously, because this is just a demo there are numerous features that can't be accessed – fine tuning the strength of weapons for example - but we're sure you and you're friends are going to have loads of fun and when we've whetted your appetite you'll be rushing out to buy the full game.



Action packed fun this Xmas with an exclusive playable demo of Worms the Director's Cut. Plus a full version the rendering program Cinema 4D 2.

#### **ORDNANCE SURVEY**

Knowing your weapons and how destructive they are is the key to worm success so here's Amiga Format's guide to all things destructive (all panels should be read from left to right):



Your meat and veg weapon. Unlimited ammo and a fair old wallop.

A missile that homes in on your selected target. Don't get carried away though you've only got a limited amount.

A hand-grenade. That you throw. It explodes after a few short seconds.

#### CLUSTER BOMB

Like a grenade except it divides up and causes more explosions.

Fires grenades enabling you to propel your grenades further.

You get the chance to fire both barrels at a close target.

A sub-machine gun that fires many rounds very quickly. Very good for those mid-range targets.

For shooting worms who aren't far away from you.

Use this when you're standing next to an enemy worm.

Fire it at close enemies

Drop it next to an enemy worm and then leg it.

Watch 'em go bouncing off before exploding.



#### AIR STRIKE

Use sparingly. It's great watching the bombs rain down on the enemies!

#### **PETROL BOMB**

Just throw it and watch the results!

#### TELEPORT

**Enables you to get out of all** sorts of tricky situations.

#### **BLOWTORCH**

Cut your way through the scenery.

#### MATIC DRILL

Drill your way down through the scenery.

Drop 'em and watch the enemy stumble into 'em!

Use this to move around. Handy when you're out of teleports.

**Enables you to move to lower** regions without using your whole turn.

Bridges really. To let you get across gaps.

Skips this worm's go. Surprisingly enough.

Kills your worm but could kill several of the enemy if used correctly.

For when you don't think you're going to win.



#### **HOMING PIGEON**

Like a homing missile, except it's a pigeon.

#### **MAD COWS**

Mad? They're livid. And they explode to great effect too. **BANANA BOMB** 

#### Not available in this demo.

**HOLY HAND-GRENADE** Not available in this demo.

Not available in this demo. BASEBALL BAT

Whack enemy worms and give 'em a headache.

#### SUPER SHEE

The smart exploding sheep. SHEEP ON A ROPE

Fires a rope to the ceiling and then swings to the enemy.

#### SHEED STRIKE

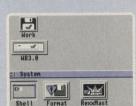
Not available in this demo.

Not available in this demo. MING VASE

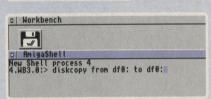
#### Not available in this demo

A secret concrete don... oops! This one's not available in this demo either.

Copying your Coverdisk is really very simple. Just follow the stages below...

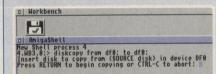


Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

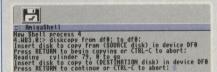


Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places

DISKCOPY FROM DF0: TO DF0:



When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



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On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type endcli to close down

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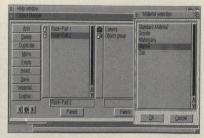
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The Editor preferences allow you to control the actual interface and can be configured so that they suit your system.

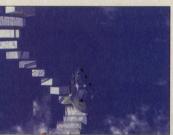


Although it doesn't look very exciting, this Object Manager is absolutely essential to the operation of the program.

## nei

#### This month we're giving away the complete Cinema 4D 2 program. David Taylor explains how to set the program up and provides a quick tour of the interface.

despite its powerful features, Cinema 4D 2 is one of the easiest 3D packages to use. The program has very reasonable system requirements: 3Mb RAM and a hard drive, but obviously, the faster processor you have and the more RAM the better. To get the program started you need to unpack the archive. This is set up automatically, all you need to do is boot the Coverdisk and enter the details of the destination hard drive for the



This is the second example render scene. It uses marble textures and transparency to give the desired effect.



Scenes are rendered over the top of a background picture. This is the cloud background from the Stairs scene, although the camera angle has been changed.

program. The whole program, which is actually made up of three modules the main program, the Scanline renderer and the Raytrace renderer, together with two example scenes, will be installed to your drive.

#### "It is worth stressing that the CD version is much better to have if you have access to a CD drive."

At this point it is worth stressing that the CD version of this issue is much better to have if you have access to a CD drive. The CD includes 020 processor versions of the three modules, some extra utilities and many more example scenes and textures. The floppy version only has room for the 68000 versions (which will work on faster processors, but aren't optimised to give the best possible performance) and the two scenes. Both versions include the libraries for graphics card users and they can be found in the Monitorlibs directory.

#### **GETTING STARTED**

Once the program has installed, just load the main Cinema 4D program. The two other modules are accessed by the main program, although you can use them separately, loading scenes through a requester and then rendering them from the module. This is useful if you don't have enough

memory to work through the main program.

When the program loads you will see three separate windows. These make up the interface - the first is the toolbar, the second is the project representation and the third a quick help bar. By default the program will open up on Workbench, but you can change this to use a separate screen by adjusting the Editor preferences from the Settings item in the Project menu (Screen button). The Editor preferences also controls things like the default paths, fonts, unit types and whether Workbench is open or auto-lighting is enabled.

The two other menu parts that you need to experiment with are the Object Manager found in the Edit menu (Keyboard shortcut "V"), which allows you to change the

> parameters of the scene objects, including the textures for each object and the Camera. The Camera edit requester can be opened from the Extra/Camera menu (keyboard shortcut "C"). When the requester opens, you'll see there are six editable positions - these control the positioning of the camera and the exact

direction it is pointing. There is also the focal length of the camera and a rotating item with "3D" and "P". These two switch between the position of the camera in the project window (3D) and the actual position of the camera for the final rendering. You can enter the points into the window manually or use the mouse to position the camera. Remember however that setting the camera position in the project window won't automatically set it for rendering - you must set it in both. If you use the mouse, you'll need to close the window to move about.

The other menus are explained in more detail in this month's tutorial on page 22. But if you want to experiment for yourself then try loading in one of the example scenes and

#### A LITTLE BIT EXTRA

There are a couple of extra things on this month's Coverdisk. When you install it you'll find the ARexx code to support this month's ARexx article on page 86. On the Coverdisk itself is a tiny utility called Random Colour Selection (RCS). Created by Micro Dimension Software (Rob Wilson and Neil Tweedy), it simply adjusts the palette to a random setting. Place it in your WBStartup drawer and your Workbench will have new colours every time you reboot.

#### **CINEMA 4D INTERFACE**

Help window

This edits the exact position of the work area for the camera. As mentioned, you need to edit the position of the camera in both 3D and P mode - swap between these in the Camera requester - press "C".

5 The Help menu bar will give you a quick idea of a

button's function. Just move the pointer over the button

you are interested in.

This allows you to edit the points that make up the active object. You simply need to click on one of the object's points and then drag it to the new point.

Objects are made up from a 3D mesh and moving the points around changes its appearance. To select a new object you use the Object Selection menu from the Edit menu (Keyboard Shortcut "W").

> These three buttons switch between different view modes, showing the scene from any of the two dimensions: XY, ZY and XZ.

For installation instructions and a quick guide to the interface see page 108

This allows you to see the scene from a 3D perspective. It's like a quick view of how the final scene will look, but it does allow you to alter the camera's "real" position.

This is another view mode which encompasses all the others. It shows the scene from all three separate dimensions in windows and a fourth window gives you a 3D overview.

This allows you to zoom in and out. From here you can select from a sub-menu which allows you to use a magnifying glass (where you drag out a box of the area you want to magnify), zoom in or out, zoom to the active object, the whole scene or back to the original size.

This is the project window where the selected view of the scene will be displayed. Renderings, either test or real, will be made on a separate screen, so having lots of colours on the editor interface isn't necessary.

This allows you to choose which of the dimensions you will move in, using the mouse. You can move three dimensionally if you want, enabling all of them and using the left button to move around in X and Y and the right to move in Z. Alternatively, select which dimensions you need to edit singularly.

This toggles the perspective view, which is the real position of the camera. This allows you move around the scene using the mouse to set the position for the final picture.

This is perhaps the most important tool allowing you to render the scene in a variety of different ways. You can select from the preview wireframe and shaded types, which are fast, but low detail (see Figure A), or the final versions, which use the Scanline and Raytracer (see Figure B). These can take some time, but generate the final image including textures. When the image is finished, save it to disk from the requester. To adjust the parameters of the renderer, you simple use the right mouse button to select the item from the menu, instead of the left. This will open the relevant render requester (see Figure C) where you can set the details and the size of the picture as well as the Render depth and antialiasing amount (which significantly improves the look of the final picture, but also ups the render time).



Figure A: These versions render within seconds but are only useful for giving you an idea of the look. You'll need to use the very low detail ones for testing animations before rendering them properly.



Figure B: This quality Raytrace render makes the most of antialiasing (set to 3) and render depth and was rendered full screen, which is probably why it took 24 hours on an 030 machine.

Figure C: The render requester allows you to choose different options and also lets you set an output path so that the file is automatically saved - ideal if you are creating an animation.

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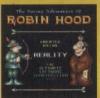






















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